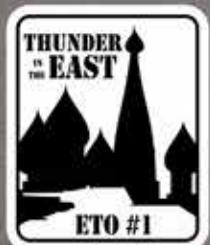




THUNDER IN THE EAST

THE SECOND WORLD WAR ON THE RUSSIAN FRONT, 1941-1944



RULEBOOK



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GAME PARTS INVENTORY

- One 49" x 41" paper map (*in 4 sections*)
- 13 sheets of 1,050+ game pieces
- 16 Player Aid sheets and mats:
 - 2 one-sided **Faction Display** mats (11" x 17");
1 Axis and 1 Soviet
 - 1 one-sided **East Europe Air Unit Display** mat (8.5" x 11")
 - 1 one-sided **Economic Map** mat (8.5" x 11")
 - 1 one-sided **Turn Track and Weather Table** mat (8.5" x 11")
 - 2 two-sided **Build Cost chart/Terrain Effects** chart sheets (8.5" x 11")
 - 2 two-sided **Ground Combat Results Table/Air Missions Summary** sheets (8.5" x 11")
 - 2 two-sided **Sequence of Play/Morale Chart** sheets (8.5" x 11")
 - 1 one-sided **Casualty** mat (8.5" x 5.5")
 - 2 one-sided **Theater Reserves** mats (5.5" x 4.25");
1 Axis and 1 Soviet
 - 2 one-sided **Transport & Cargo** sheets (5.5" x 4.25")
- 84 cards
- 3 books (*one Rulebook, one Scenario book with Historical Notes, and one Reference book with a glossary*)
- 2 **Axis Black** 6-sided dice for resolving battles
- 2 **Soviet Red** 6-sided dice for resolving battles
- 3 custom 6-sided **Close Support** dice (↗)
- 9 custom **Gold** 6-sided Supply dice for denoting supply sources and their ranges

HYPERLINKING THE RULES

Something mentioned in a rule explained in detail elsewhere has a parenthetical citation after it to that explanation; e.g. “(see X.X).” This is how intricate game rules are cross-referenced (or “hyperlinked” in the modern electronic parlance) together to facilitate contextual understanding.

HOW THE RULES GOT THIS WAY

During playtesting, we discovered a good many things about this game and its systems. One revelation was that the rules were being *used* differently than how we *conceived* they would be. That led us to the division of the rules into three sections: **Standard**, **Optional**, and **Campaign Game**.

Originally we composed everything as a **Standard** rule. We eventually realized that gameplay most often took place during the dramatic periods of the war as reflected in the scenarios. These scenarios are, for a game of this scope, “bite size” in length at approximately 10 to 12 turns each, meaning they could be completed over a weekend or two.

We noted that, when playing the scenarios, certain rules, although creating excellent gameplay when used, were seldom applicable. These included Theater Reserves, Naval, Partisans, plus Air Transport and Airborne drops. To facilitate learning this game, these systems remain preserved for scenario play, but are now **Optional** rules to employ as you gain experience with the **Standard** rules.

Seasons, with their major strategic concerns of morale and economics, also provided a broader scope than required to play a short scenario. Thus, we “baked in” Seasonal matters directly into the scenario data and offered players the ability to “link” them into a continuous **Campaign Game** with Seasonal activities as the stitches holding long swaths of Game Turns together. For players who wish to keep going and take the whole ride, we have separated the **Campaign Game** rules as they only apply on those occasions.

Section I: Standard Rules

Part A: Getting Started

[0.0] USING THESE RULES

New **gaming terms**, when initially defined, appear in **dark red** lettering for quick reference. You will also find many of these terms defined in the *Thunder in the East Reference* book.

The rules are organized into three major **Sections**, each with a distinctive purpose:

- The **Standard Rules** are comprised of non-highlighted text (see below) and present all of the rules necessary to play and enjoy the myriad scenarios provided in this game. These are the core rules.
- The **Optional Rules** are comprised of text highlighted in yellow as seen here, and are not necessary to play the scenarios. They cover useful systems and mechanics not broadly applicable to scenario play but are very much a part of the *Frank Chadwick's ETO* games system. These rules include Reserves, Naval, additional Air Missions, and Partisans. We recommend you use them all when playing a Campaign Game.
- The **Campaign Game Rules** are comprised of text highlighted in orange as seen here, and are **not** used to play the scenarios. The Campaign Game Rules *link the scenarios* for a longer, continuous game. These rules provide systems covering National Morale, Disbanding and Demobilizing units, and Seasonal Economic activities.

The rules are organized into Parts, Rules, Cases, and Subcases. An example of a **Part**, is this introduction being part of section **Part A: Getting Started**.

The **Rules** are in **SMALL CAPS** and numbered using decimal points to show how each rule is structured. For example, rule **4.0** is the introduction to the 4th rule. Rules explain the game’s components, procedures for play, the game’s core systems and mechanics, how to set it up, and how to win.

Within each rule, there can be **Cases** that further explain its general concept or basic procedure. Cases might also restrict the application of that rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a rule shown in the way that they are numbered. For example, rule 4.1 is the first case of the 4th rule; and rule 4.1.2 is the 2nd subcase of the 1st case of the 4th rule.

Important information is in **red** text.

References to examples of a Rule or Case in this book are in **blue** text.

Text highlighted in gray, like this, provides the voice of the game’s designer or development team. They are addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

Key Rules: Critical ideas such as this will be in a boxed section in the main body of the rules or in a separate sidebar note.

Conflicting Rules and Concepts: Finally, when there is a conflict in the rules, later-numbered rules take precedence over earlier rules, and rules on the cards takes precedence over everything.

[1.0] INTRODUCTION

Frank Chadwick's European Theater of Operations (ETO) is a series of linked games covering the land campaigns of World War II in Europe using a constant map, unit, and time scale, and sharing common rules systems and mechanics.

Thunder in the East examines the titanic struggle on the Russian Front. This is a scenario-based, two-player game (although teams or even solitaire play would be just fine): one player assumes the role of the **Axis** (Germany and its allies) and the other player assumes the role of the **Soviets** (essentially, the Soviet Union).

Each player moves their units and executes attacks on enemy units in turn according to the **Sequence of Play**, attempting to fulfill the game's **Victory Conditions**.

To move from one space to another, each **Ground** unit expends a portion of its **Movement Allowance**. Air and Ground combat is resolved through **Battles** by comparing the total **Strength Points** of adjacent opposing units and expressing their comparison as a “**differential**” (for air combat) or a simplified probability ratio (“**odds**”) for ground combat; a die roll determines the Battle’s outcome on its **Combat Results Table** (CRT), and the results are applied to the units involved.

The individual Ground units represent Divisions of 10,000 to 15,000 soldiers, Corps (from the Latin word “Corpus,” meaning body) of approximately 25,000 to 50,000 soldiers, or Armies of approximately 75,000 or more men. The Soviet **Ground** units are mostly Armies of approximately 40,000 men each, with a few cavalry and airborne corps of about 10,000 men each. Partisans units are “irregular,” with Divisions of approximately 1,500 to 3,000, and Corps of approximately 5,000 to 10,000.

Air units represent about 200 combat aircraft early in the war, and gradually more as the war progresses. Each hex on the map represents 30 miles of actual terrain from side to side, and each Game Turn represents the passage of 7.5 days (or up to 15 days each during specified Seasons).



THE ROUNDING RULE

Wargames use fractional values, but sometimes they are rounded, and sometimes not. In *Thunder in the East*, this is how we abbreviate rounding values:

(↑): The symbol for “rounding fractions up.” That is, a value of **4.1** (↑) = **5**.

(↓): The symbol for “rounding fractions down.” That is, a value of **2.9** (↓) = **2**.

(=): The symbol for “retain fractions.” That is, **half of 9** (=) = **4.5**.

[2.0] AN INITIAL TOUR OF THE COMPONENTS

Please take a moment to examine the components for *Thunder in the East* and let us give you an overview as you inspect them.

THE BOOKS: First, there is this **Rules** book, which explains what makes the game **go**, letting you know how things work and what is, and is not, permitted. The **Reference** book extends that knowledge by means of definitions and examples. The **Scenario** book explains the various starting and ending circumstances by which you can play, and how to win the game for that scenario; thus, it explains how the Scenarios and Campaign Game **start** and **stop**. Between them, you have the game’s **start**, **go**, and **stop**.

THE COUNTER SHEETS: The sheets of counters provide the playing pieces. You will need to punch these out and sort them, for the moment just study them. There are two basic types of pieces: **units** that maneuver about and engage in combat with the opponent’s units; and **markers** denoting the status of something (How many? What condition? Where is it? When does it arrive or repair? etc.).

THE MAP: Dig past the loose player aid sheets and dice, and take a look at the maps. There are four sections which overlap slightly when assembled. Together, they make one large map of western Russia where many titanic battles and campaigns took place during WWII. When assembled, the playing area is approximately 50” x 43”.

Covering the map are hex-shaped spaces called “hexes,” shown informally by only the presence of their corners (“vertices”) with the “hexsides” removed except where a hexside feature is shown.

You will see **cities** dotting the landscape, some of which have special features such as **economic objective symbols** (e.g., a **factory** or an **oil field**, etc.) and, for coastal cities, a port symbol. Connecting them are Railroad lines that often cut through the various types of terrain on the map (e.g., forest, swamps, hills, etc.). Upon this mosaic your units in play will move and fight.

Major Ports and **Naval Bases** have Naval boxes in the Ocean hexes near them. While not used in *Thunder in the East*, these apply the greater **ETO** Campaign Game system.

THE THEATER BOUNDARY: Crucial to *Frank Chadwick’s ETO* series and, by extension, *Thunder in the East* (the first volume of that series), are the **Theater Boundary Lines**, one near the top of the map where above it is a small patch of the **Arctic Theater**, and the other near the southern edge of the map. The larger portion of the map above that line is the **East Europe Theater**, and below that line is the **Mid-East Theater** (which also includes the Black Sea and the Caucasus regions).

SHEETS AND MATS: Let us look through the player aids next. These come in two basic types: **sheets** and **mats**. A Player Aid **mat** lies on the table and pieces are placed and organized on it (i.e., in the mat’s various boxes and tracks to denote the location, quantity, and/or status of the pieces residing there). A Player Aid **sheet** contains game information, rule summaries, and flow charts to aid the player during game play.

- **THEATER MATS:** From an **ETO** series perspective, the main focus of *Thunder in the East* is the **East Europe Theater**. Each Theater mat is unique to the specific game within the **ETO** series identified by its background color (for *Thunder in the East* the background color is green). A key concept in *Frank Chadwick’s ETO* is that **Air** units do *not* reside on the map! Instead, they “live” on the **Air Unit Theater Display** mat and “visit” the map only when conducting Missions there. You will discover the East Europe Theater has its own (optional) **Theater Reserves** mats (one for each side).
- **ECONOMIC MAP MAT:** You use this aid to keep track of the economic ebb and flow of the war when playing a Campaign Game. On it, players will see their Seasonal production capabilities for **Personnel Points (PPs)**, **Equipment Points (EPs)**, **Fuel Points (FPs)**, etc.
- **CASUALTY MAT:** You place Campaign Game casualties on the **Casualty** mat before returning them to their Force Pool to account for their Morale impact as combat losses mount.



ESTABLISHING BOUNDARIES

The Arctic Theater: This area is out of play in *Thunder in the East*. *Do not go there*.

“Big” East Europe: Normally, Theaters manage their own Resource Points, Air units, and Reserves. In *Thunder in the East*, however, we have combined these **Mid-East** Theater aspects into the **East Europe** Theater. All RP, Air Recovery, and Theater Reserve functions use the **East Europe** mats.

The Mid-East Theater: There are two things that are unique to the Mid-East Theater: It maintains its own weather and, in the Winter, its own calendar.

Out of Bounds: The maps for this game link up to others in the system. Because of that, in *Thunder in the East*, the following areas are out of play: **Sweden**, **Finland**, **Bulgaria**, **Yugoslavia/Croatia**, and the few hexes of **Albania** in the bottom-left corner of the Balkans map.

- GAME CHARTS AND TABLES:** The various reference sheets include two copies each (one for each **Faction**) of the Combat Results Tables and Air Missions Summary, the Sequence of Play, **Morale Summary**, the Terrain Effects chart, and the Build Cost chart.

THE TURN TRACK & WEATHER TABLES: Each Game Turn represents from 7.5 days, to 11.5, to 15 days of real time (depending upon the Theater and Season). As these “Weekly” Game Turns progress, new *Months* will commence (during their first Week, certain Monthly matters take place), and when a new *Season* arrives there is a **Season Start** Phase when crucial economic matters take place. You roll for the weather in each Theater each Game Turn on the different Weather Tables.

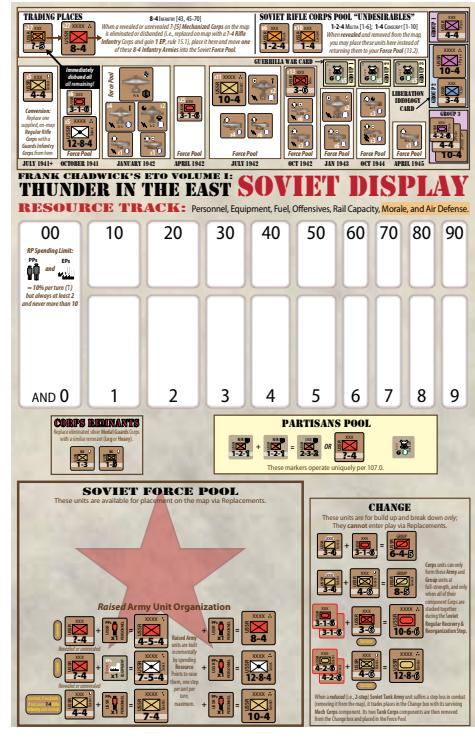
- THE FACTION DISPLAY MATS:** The **Axis Display** and **Soviet Display** mats are the game’s essential war organizers (you can call them “warganizers,” if you like). Each divides horizontally into three sections as follows:

- THE TOP SECTION – TIME BOXES:** In the top section, reinforcement units, withdrawals, substitutions, and special events that occur or end at certain times. This is a great place to arrange your pending reinforcement units during setup.
- THE MIDDLE SECTION – TRACKS:** Here you will track your various Resource Points (you spend them steadily across the Weekly turns) and other assets such as **National Morale** and **Air Defense ratings**.
- THE BOTTOM SECTION – FORCE POOL, CHANGE, CORPS REMNANT, AND OTHER Boxes:** This will be the busiest part of your **Faction Display** mat. Operating out of your Force Pool are your eliminated and some newly-received units; you can bring these into play through Replacements. You *cannot* replace units in the Change or other boxes. The Change box holds only pieces that have assembled into larger formations or broken down into smaller ones with the “change” units kept separately in this box (to avoid commingling with available Force Pool units). When your best 2-step **Corps** units are eliminated from the map, they may spawn their “third step” **Corps Remnant** unit; these have a Holding box. Your Faction’s Partisan Detachments, Divisions, and Corps are held in their Holding box awaiting placement on the map.

DICE: The standard six-sided dice have nothing to do with movement. They determine the weather and the outcomes for random occurrences such as combat and supply attrition.

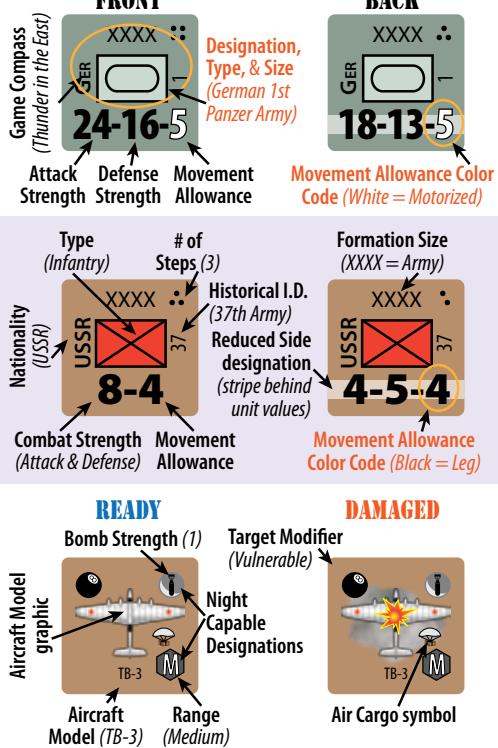
The three Support dice are used to assist in Ground Battles where one side has a Support advantage.

And thanks to this game’s wonderful Kickstarter backers, it also includes Supply dice. These garish three-dimensional markers are not dice to be rolled, they are visual aids for easily and quickly locating your Supply sources and their radii on the map.



MAJOR UNITS (LARGE + MEDIUM)

LARGE UNITS (.75")

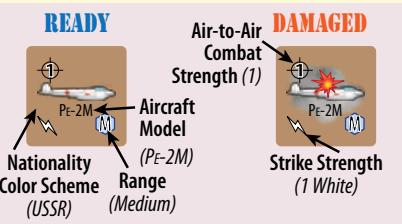
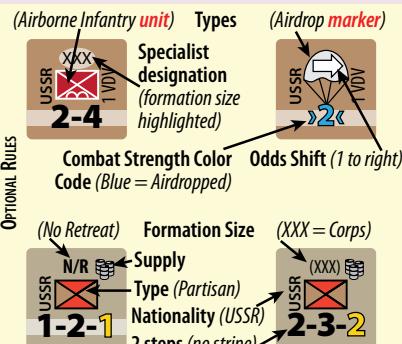
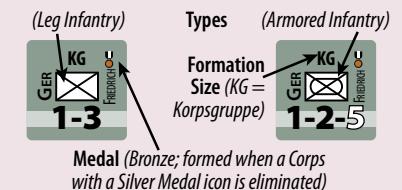
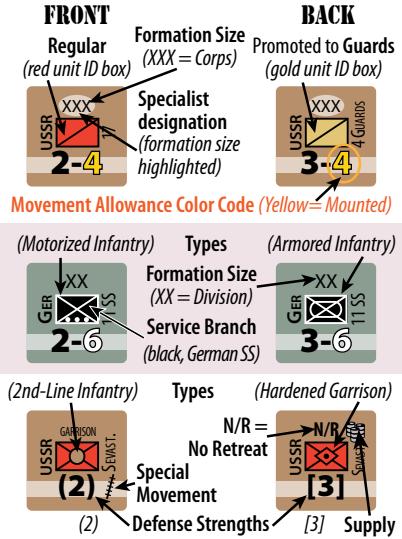


MEDIUM UNITS (.65")



MINOR UNITS (SMALL)

SMALL UNITS (.55")



FORMATION SIZE SYMBOLS

DET.	N/R	BG, KG, RG	XX	XXX	GROUP
(Detachment)	(No Retreat)	(Remnants)	(Division)	(Corps)	("Large" Corps)

XXXX (Army) XXXXX (German: Army Group; USSR: Strategic Direction)

COLOR COMBINATIONS KEY

AXIS	SOVIET
German Army: "Wehrmacht"	USSR Regulars "Red Army"
German Air Force: "Luftwaffe"	USSR Guards
German SS: "Schutzstaffel"	USSR Shock
German Remnants: "Korpsgruppe"	USSR Removable
Hungarian	USSR Airborne
Romanian	Soviet Partisans
Italian	

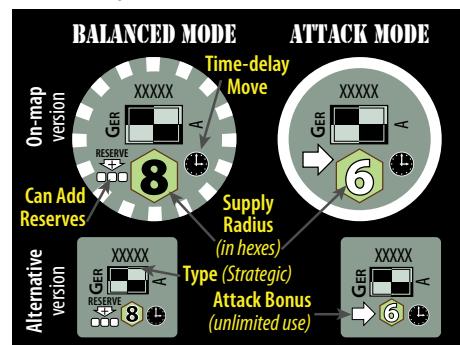
MOVEMENT TYPES

2-3-3 Leg (marching, walking)

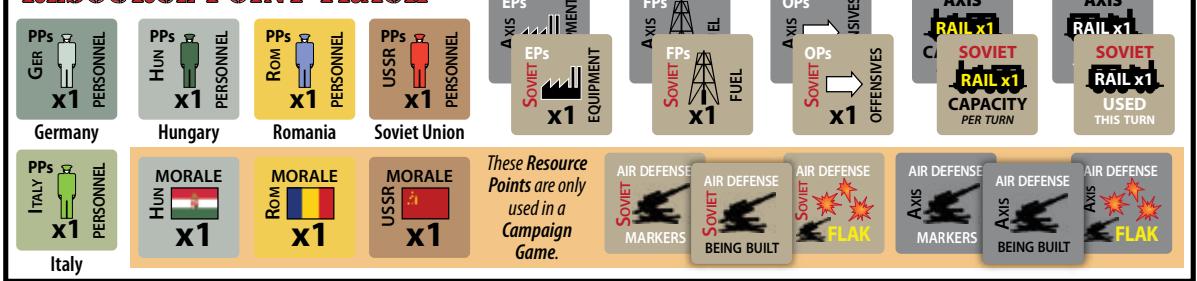
3-4 Mounted (horse riding)

12-9-6 Motorized (vehicle riding)

HEADQUARTERS MARKERS



RESOURCE POINT TRACK



TURN TRACK

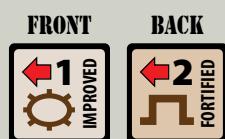


"Weekly" Game Turns vary from 2-4 per Month

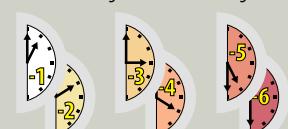


Time is measured in "Weekly" Game Turns, Months, and Seasons

MAP STATUS



Countdown markers: Not "functioning" while still counting down



Defense provides combat odds "shifts"

FRONT/BACK



"Memory" markers for City control if needed near front line when it is not obvious

FRONT/BACK



Airdropped Supply location left by Air Transport units

PARTISAN DETACHMENTS



Faction (Untried side)
Untried →

TERRITORIAL RANGE {3}

(Attack Result sides)



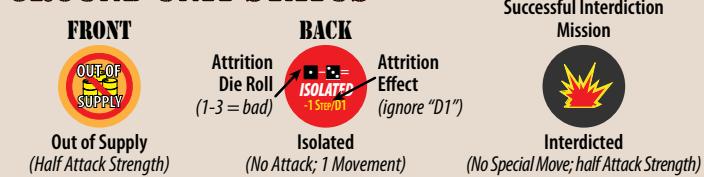
LEADER LOCATION



NAVAL



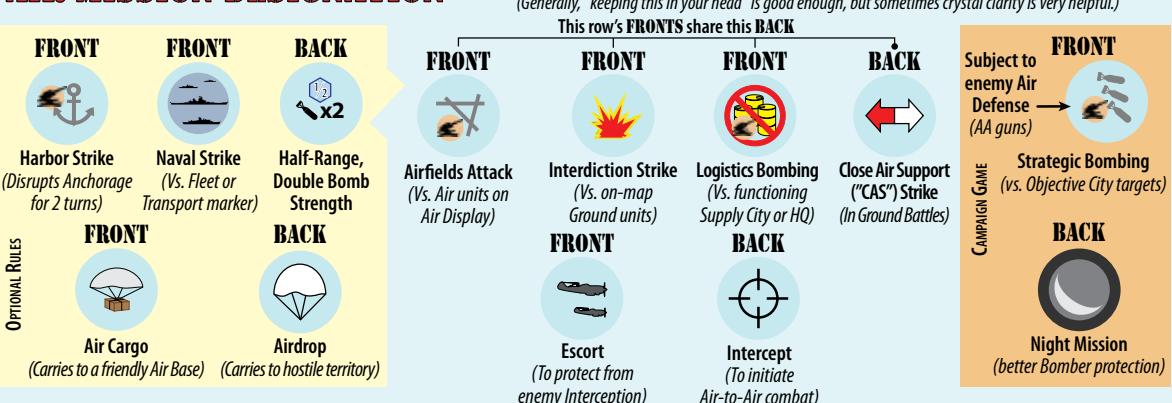
GROUND UNIT STATUS



AIR UNIT STATUS

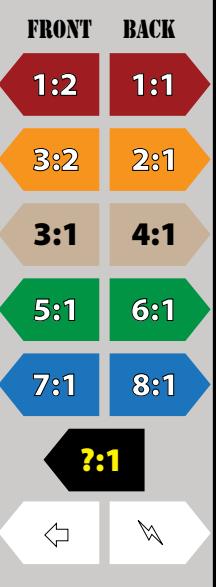


AIR MISSION DESIGNATION

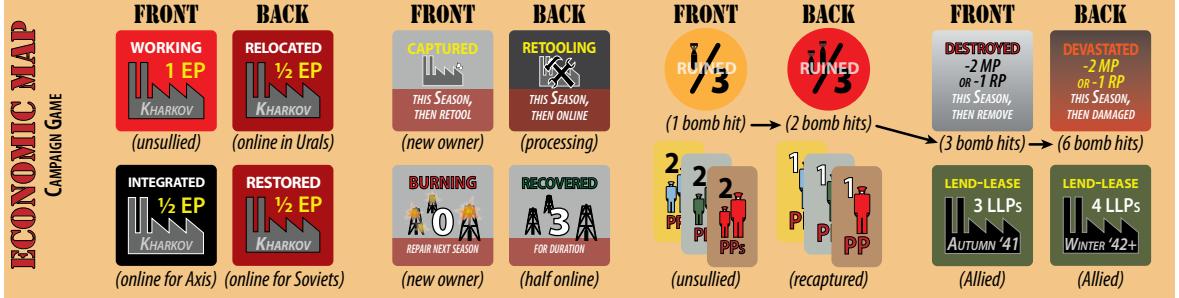


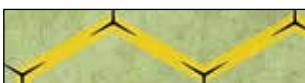
GROUND COMBAT ODDS

Use these when setting up Battles during your Special Movement Phase to remember what odds each has.

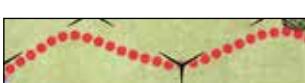


ECONOMIC MAP



SCENARIO START LINES**Operation Barbarossa**

*From 7437 to 7443, 8055, then to 8863.
The Soviet Union's border encompasses the
Baltic States, Ukraine, and at the war's
outbreak Bessarabia.*

Operation Typhoon**Case Blue****Operation Uranus****Operation Citadel****Operation Bagration****[3.0] SETTING UP THE GAME**

There are multiple ways to play *Thunder in the East*. In addition to the different scenarios, a Campaign Game connecting them is also available. The Scenario book provides all of the setup details.

SETUP SEQUENCE OF DEPLOYMENT

[3.1] SEQUENCE OF SETUP DEPLOYMENT: Unless otherwise stated for that scenario, the player whose turn is first in a given scenario (usually the Axis) has an advantage in that they set up *second*.

For example, in the Barbarossa scenario, the Soviets move second, and so deploy their units first, and then the Axis deploys their units.

Generally, the sequence that units deploy on the map is:

1. Player moving *second* sets up their **Front Line** units
2. Player moving *first* sets up their **Front Line** units
3. A) Player moving *second* sets up their **Partisan** units and **Detachment** markers, if any
B) Player moving *first* sets up their **Reserve** units
4. A) Player moving *first* sets up their **Partisan** units and **Detachment** markers, if any
B) Player moving *second* sets up their **Reserve** units

Exception: In the **Bagration** Scenario, the Soviets *move first* and set up *first*!

Having just completed an exhausting campaign to reconquer Ukraine, the Red Army paused to prepare Operation Bagration. The Axis, for their part, remained watchful and kept their best forces facing known threats. Thus, the Axis set up after the Soviets deploy in that scenario.

SETTING UP FRONT LINE UNITS

[3.2] FRONT LINE DEPLOYMENT: Ground units listed as “Front Line” forces (i.e., in an **Axis Army Group** or a **Soviet Strategic Direction**) are set up on the map on their side of the Scenario Front Line (i.e., the Axis to the *west* of the Front Line; the Soviets to the *east* of it). The Scenario Setup booklet lists each side’s **Ground** units in distinct, historical groupings; however, you are free to deploy your Front Line forces as desired, provided:

1. Every hex along your *opponent*’s side of the Front Line sector has your **Ground** units’ Zones of Control (see Rule 5.0) extending into it.
- Exception:** One-hex-only sections on your side of the Front Line (e.g., a besieged hex such as Odessa, Sevastopol or hex 8728, etc.) are relieved of this ZOC setup requirement, but at least one **Ground** unit must occupy these hexes.
2. Your Front Line **HQ** markers are set up in **Balanced** mode (see 10.3) unless otherwise indicated, in a friendly **City** hex within **six** hexes of their side of the Front Line.
 3. With the above two obligations filled, place your remaining **Front Line Ground** units, within the stacking limit (see 11.0), in hexes that:
 - Share a hexside with the Front Line; *OR*
 - Are **one** hex behind your Front Line row *OR*
 - Are in any friendly **City** hex behind your Front Line.

[3.3] FRONT LINE REORGANIZATION: Per the scenario’s setup instruction, players might be able to Reorganize their Front Line units (i.e., adding and remove steps). Players can always freely combine their Front Line component **Corps** units into larger formations during setup at this time, if desired (see 12.5). See the organization illustrated on your Faction’s Display mat.

SETTING UP RESERVES

[3.4] RESERVES DEPLOYMENT: Ground units listed as **General Reserve REAR AREA** forces set up as follows (enemy Partisans are always set up immediately prior to setting up friendly Reserves).

- **One Rear Area Ground** unit, only, *must* set up in each unoccupied friendly **Supply City** hex (*i.e.*, those showing their intrinsic 6-hex **Supply Radius**).

After occupying every friendly **Supply City** hex, set up remaining **General Reserve** units as follows:

- In non-**Supply City** hexes, **one Rear Area Ground** unit per **City** hex, maximum, and that **City** hex must be *at least three* hexes away from that player’s side of the scenario setup line (i.e., the hex *adjacent to the border* counting as the first hex), *OR*
- In a box on that side’s Theater Reserve mat (see Optional Rule 102.0).

Ground units listed as **General Reserve GARRISONS AND DEFENSIVE WORKS** forces set up as follows.

- Place **Garrison Infantry** units, within the stacking limit (11.1), in a supplied (7.0): **A) City or Rail** hex; or **B) Coastal** hex; or **C) Land** hex that is also *adjacent to* another supplied **Garrison Infantry** unit (*allowing you to “build a line” from it*).
- Place **Improved Defense** markers in friendly hexes that are *In Communication* (7.0), but there can never be any more than one per hex, maximum (11.1).

[3.5] INITIAL SUPPLY: Finally, after the setup is complete, the player whose side goes *second* checks the *first* player’s supply status (see 7.0) before commencing play.

A MORE HISTORIC SETUP

For a more historic setup, use your Front Line units’ distinct historical groupings and deploy them **in order, by group**, from one end of your Front Line to the other (i.e., either start setting up along the northern end of the Front Line and finish on the southern end or vice-versa).



You may place the provided rectangular **Sector Boundary** markers on the map over hexsides between each adjacent **Strategic Direction / Army Groups** units to help you visualize their distinctive “sectors.”

A legal Soviet deployment for *Barbarossa*.

The Northwest Strategic Direction has covered the German side of the Lithuanian border with ZOCs, and the remaining Front Line units are one hex behind. A Rear Area unit could deploy in Kaunas, but not Grodno.



[4.0] HOW TO WIN

There are two types of Victory in *Thunder in the East*: Automatic and Scenario End.

SCENARIO AUTOMATIC VICTORY

[4.1] AUTOMATIC VICTORY: In *Thunder in the East*, the Axis player achieves an immediate automatic Decisive Victory when:

- **Government Collapse:** Moscow or Kuybyshev is captured *and* the **Stalin** marker is present there; *OR*

CAMPAIGN GAME AUTOMATIC VICTORY

See Campaign Game Rule 202.5.

[4.2] SCENARIO END VICTORY: When the final turn of the scenario is complete, count the number of Axis-controlled Soviet Objective cities (**Moscow** and **Leningrad** each count as **two**) and compare it to that scenario's Victory Conditions to determine the winner.

Objective Hexes: Any City hex having *one or more* of the following features is an "Objective" hex. You can identify these on the map by their **red** hex vertices. The Campaign Game Economic Map mat also highlights each of these.

- **Capitals:** Belgrade, Bucharest, Budapest, Helsinki, Kaunas, Moscow, Riga, Sofia, Stockholm, Tallinn, Warsaw
- **Factories:** Dnepropetrovsk, Kharkov, Leningrad, Lodz, Stalingrad, Stalino
- **Oil Fields:** Grozny, Maikop, Ploesti, Tbilisi
- **Personnel:** Gorki, Kazan, Kiev, Kuybyshev, Lwow, Minsk, Odessa, Rostov, Voronezh
- **Supply:** Chisinau
- **Major Port:** Constantia, Danzig, Novorossiysk, Varna
- **Naval Base:** Hango, Gdynia, Sevastopol
- **Other Strategic Location:** Astrakhan, Orel, Smolensk



Part B: Big Ideas, Part 1

[5.0] ZONES OF CONTROL

Each **Major** (i.e., Large and Medium size) **Ground** unit exerts a **Zone of Control** ("ZOC"), consisting of the six hexes surrounding that unit (see diagram), *including* hexes occupied by enemy **Ground** units. **Enemy Zones of Control** ("EZOCs") affect combat, movement, supply, and replacements.

- **Minor** (i.e., Small) **Ground** units and markers do **not** exert ZOCs.
- A **Ground** unit in an overrun hex (see 17.0) does not exert a ZOC (but all its friendly neighboring **Ground** units *do* normally).
- ZOCs do not extend across **Prohibited**, **Impassable**, **Lake**, or **All-Sea** hexsides (even if the water is frozen).

SUMMARY OF ZOC EFFECTS

[5.1] ZOCS AND MOVEMENT: A unit **entering** an EZOC must immediately cease its movement for that Movement Step (see 15.2 and 16.2). Units may freely *leave* EZOCs without penalty. Thus, a unit can, with one exception, move directly from one hex in an EZOC into another hex in an EZOC, and immediately cease its movement.

- **Exception:** A unit **cannot** move directly from one EZOC into another if it crosses a **Major River**, **Strait**, or **Ice Strait** hexside while doing so.

[5.1.1] SPECIAL MOVEMENT: During your **Special Movement** Step (15.2), your **Leg** units in an EZOC cannot move.

[5.1.2] RAIL MOVEMENT: Also during your **Special Movement** Step, a **unit's** Rail Movement (15.4) *from*, *to*, or *through* a hex in an EZOC is prohibited. The **Stalin marker's** Rail Movement is prohibited only into or through enemy occupied hexes.

[5.2] ZOCS AND COMBAT: Each EZOC hex Retreated *into* causes that unit or stack to suffer **one** step loss (see 21.7) by their owner with this exception: **Heavy** units (i.e., those with an Armored oval in their unit symbol box) ignore this penalty when Retreating exclusively into EZOCs of **Light** units (i.e., those *without* an Armored oval in their unit symbol box).

[5.3] ZOCS AND SUPPLY: Zones of Control affect tracing a Line of Communication (see 7.1).

- A friendly unit in a hex negates EZOCs there for purposes of tracing Lines of Communication only.
- **Motorized** units (*only*; i.e., those with **white** Movement Allowances) ignore the EZOCs of enemy **Leg** units (*only*; i.e., those with **black** Movement Allowances) when tracing a Line of Communication.

[6.0] SEQUENCE OF PLAY

Play in *Frank Chadwick's ETO* is procedural. That is, you play the game's "Weeks," Months, and Seasons in **Phases**, organized into **Steps**, divided into **Segments**, in their exact order.

[6.1] CAMPAIGN GAME SEASON START PHASE

See Campaign Game Rule 201.0.

[6.2] WEEKLY GAME TURN SEQUENCE

Each Weekly Game Turn (these typically represent approximately 7.5 days, but sometimes roughly 11.5 days, or even 15, depending upon the Theater and Season) consists of two Player Turns, in order, **Axis** and **Soviet**, and ends with a **Housekeeping** Phase to prepare the next Game Turn.

Each Player Turn consists of four Phases performed in the exact sequence listed on the next page. First, the **Axis** completes their *entire* Player Turn, and then the **Soviets** conduct their *entire* Player Turn. *When the Soviets go first, only the "last half" (i.e., the Soviet half) of the first Game Turn is played.*



Major **Ground** units exert a ZOC.



Minor **Ground** units, such as this German **Corps Remnant**, do **not** exert a ZOC.

IMPORTANT

RULES COLORING NOTE

- Air unit activities appear in blue shading in this Rule to make them distinctive.
- *Opponent's* activities during your Player Turn appear in italic type.
- Optional Rule procedures are in yellow shading.
- Campaign Game procedures are in orange shading.

1. Logistics Phase:

Supply Step: Determine your *opponent's* Ground units' status (7.0):

- | | |
|---|--|
| <ol style="list-style-type: none"> 1. Move <i>opponent's</i> Isolated HQs to the rear (10.2.2 + Booty). 2. Mark your <i>opponent's</i> other Unsupplied and Isolated units (7.3). | <ol style="list-style-type: none"> 3. Roll for attrition of your <i>opponent's</i> Isolated units (7.5.3). 4. Remove your <i>opponent's</i> Air Supply and "abandoned" Defense markers from the map (7.6). |
|---|--|

Repair & Recovery Step: "Behind the scenes" activities take place (8.0):

1. Repair (improve) by one (e.g., from -4 to -3, etc., or remove from the map and return to the stock a -1) each of your on-map Countdown markers in hexes with an RLoC or NLoC (7.1).

Note: During these Segments of the Soviet turn, only **half** (↑) of their aircraft in the **FLOWN** box (Soviet player's choice) recover, regardless of weather:

2. Recover your *Ready FLOWN* aircraft by moving them to the **AVAILABLE** box.
3. Recover (i.e., flip) your *Damaged FLOWN* aircraft by improving them to *Ready FLOWN*.
4. From among your recovering Air units, remove **half** (↑) of their **Suppressed** markers.

5. Advance *Damaged DESTROYED* aircraft to *Damaged FLOWN* for **1 Fuel Point (FP)** each (10% ↑ of Air units there, maximum per turn).
6. *Opponent may Rush Recover* their **FLOWN** aircraft **one** readiness level each (maximum), paying **1 FP** per Air unit to do so.

7. **Theater Reserve Administration:** Move **Ground** units in the Newly Arrived Units Holding box on your Theater Reserves mat to a Theater Reserve space or the Air Transport Holding box per 102.2 (*making them available for deployment*).

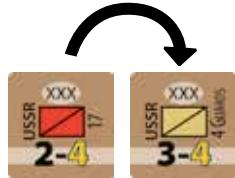


OOB (Order of Battle) Step: Place Reinforcements and spend your Resource Points (9.0):

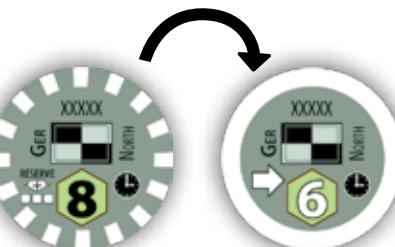
1. **Event Card(s):** You may select **1 Major OR up to 2 Minor** cards from your faction's deck and place them in your Hand per 25.0 (*it is usable immediately, if applicable*).
2. Perform withdrawals (*Axis only; on the first turn of indicated Months*).
3. Perform substitutions/mandatory disbandment (*on the first turn of indicated Months*).
4. Place reinforcements units in your Force Pool or on the map, as instructed.
 - The **Soviets** may place one **Improved Defense** (→1) marker for free (per 9.4) each Soviet Turn. The **Axis** may similarly place one **Improved Defense** (→1) marker **OR** improve (per 9.3.4) for *free* (i.e., 0 RP) one **German Korpsgruppe** unit each Axis Turn.
 - Soviets receive one *free* **Partisan Detachment** marker (per 107.1).
5. Spend Resource Points to build/rebuild units, purchase markers and OPs, and replace depleted units on the map (per 9.3).
6. **Speed Limit:** Maximum Personnel Points (PPs) and Equipment Points (EPs) per OOB Step = **10% (↑) of pool** with a **2 minimum** and a **10 maximum**. Examples: If you began this Step with **41 PPs**, your total expenditures **this Step** could not exceed **5 PPs**. If you began this Step with **2 EPs**, you could spend up to both of them (the minimum). If you began this Step with **142 PPs** (lucky you!), your total expenditures **this Step** could not exceed **10 PPs** (the maximum).

• **Elite Time: Only on the first Week of that Month:**

- You may spend up to **1 PP**, maximum, to **build/rebuild Specialist** units for each Nationality (9.3.5) *and, yes, this does count against its PP spending "speed limit" that turn.*
- The **Soviets** can promote **one Corps** unit to **Guards** status (13.3).



HQ Mode Step: Determine the status of your HQ markers (10.0), expending **1 Offensive Point (OP)** per HQ you put into **Attack mode** (see 10.3).



2. Special Movement Phase:

Special Reorganization Step: Prepare your units as follows (15.2):

1. **Demobilize, Disband, & Scrap** your units to recover some of their **Resource Point (RP)** value per 203.0.
2. Soviets may voluntarily remove on-map **Early Mechanized Corps** (revealed or unrevealed) for +1 EP each (replacing them on the map with a ?-4 **Rifle Infantry Corps** unit, if available) per 15.1.

Special Movement Step: Relocate your HQ markers (per 10.2) and move **Ground, Air, and Naval** units. **Ground** units may voluntarily break down, move via **Rail Movement** (per 15.4), **Naval Transport** (106.0), enter your Theater Reserve Newly Arrived Units Holding box (at HQs in **Balanced** mode), OR exit your Theater Reserve (from HQs in **Attack** mode). Reposition **Partisan Detachment** and **Partisan Attack!** markers in cities they are attacking. Form and place your **Air** units' Mission Packets and Groups on their target hexes (18.0).

3. Combat Phase:

Battle Declaration Step: First, declare *all* your Battles for this Phase (land, air, sea, and Partisan Detachments), designating their units (19.1). Use the **Odds** and **Partisan Attack!** markers to help keep you organized, if you desire.

Opponent's Reaction Step: Your opponent designates **Intercept Packets** and **Flak** (208.4) vs. your **Missions, Defensive Close Air Support (CAS; ✓)**, plus their **Escort Packets** on their own **Missions** at this time. **Soviet Fleet** units can also intercept Axis **Naval Transport**.

Phasing Interception Step: Designate your **Intercept** Packets to combat your opponent's just-performed Defensive CAS Missions.

Air Combat Step: Perform these Segments in order (20.0):

1. **Opponent's Interceptors and Flak** combat your **Mission Packets**.
2. Your **Interceptors** combat your opponent's **CAS** plus **Escort Packets**.
3. Resolve **non-Ground Combat** (i.e., **CAS** and **Paradrop** (105.1) **Missions**), returning those **Air** units to the **Air Display mat**.

Partisan "Bomb Throwing" Step: Partisan Detachment markers conduct their attacks (107.2).

Resolve Ground Battles Step: Resolve your Battles, one at a time, in any order you desire, per the **Ground Combat Sequence** (21.0). Your units Advancing After Combat (21.9) may voluntarily break down.

Air Return Step: Perform these Segments in order:

1. Tidy up remaining **Air** units still "in flight" over **Battle** hexes; place them in the **FLOWN** box of the **Air Display mat**.
2. **Opponent applies Airfields Attacks Suppression results** to their **Air units** (per 18.4.3).

4. Regular Movement Phase:

Opponent's Reaction Movement Step: Opponent may commit via Movement up to 1 available **Theater Reserve** unit from each **Strategic HQ marker** in **Balanced Mode** (per 102.3).

Regular Recovery & Reorganization Step: Prepare your units as follows:

1. Reset your **Rail Capacity Used** marker to the **0** box.
2. Remove **Interdiction** markers from your **Ground** units.
3. Build up your **Ground** units stacked together into larger-size formations (12.5).

Regular Movement Step:

- **Ground Movement:** Move your **Ground** units (again); **Ground** units may break down, enter your Newly Arrived Units Holding box (at HQs in **Balanced Mode**), OR exit your Theater Reserve (from HQs in **Attack Mode**).
- **Naval Transport:** Land **Ground** units transported by ship (⊗ of □ = returns) per 106.2
- **Air Transport:** Reinforce hexes **Airdropped** into this turn (see 104.2).

Opponent's Morale Step: Opponent suffers **Morale Point (MP)** losses due to unit losses during your turn. Check all Immediate MP losses that occurred this turn and account for them (202.0).

After the **Axis Player Turn** is complete, the Soviet player performs these four Phases.

After the Soviet Player Turn is complete, conduct the...

5. Housekeeping Phase:

Game Turn Step: Advance the **Weekly Game Turn** marker and, when new Month commences, the **Month Turn** marker or, if the last turn of the game was played, stop and determine the winner per 23.1.

On the First Week of Each Month: Note any Monthly reinforcements, withdrawals, and substitutions as noted on the top of the Faction mats. During each faction's first Week's OOB Step that Month, you select cards, build/replace **Specialist** units, and the Soviets promote **Soviet Guards**.

Weather Step: The Soviet player rolls for next turn's weather per 23.2.



KEY CONCEPT: TIMING

During *your* turn's **Supply** Step, you determine *your opponent's* supply status (not your own, *and vice versa!*)! You remove your opponent's Isolated **HQ** and "abandoned" **Defense** markers, mark their Unsupplied **Ground** units, and roll for attrition of your opponent's Isolated units (marking those that survive).

Note: Your opponent may, of course, assist in evaluating the supply state of their units. The core concept here is that "each player keeps the other honest." This greatly simplifies and speeds up the **Supply Step**.

Advice: You should place "Supply dice" on your opponent's supply sources near the front lines. When placed, these dice will stand out visually and make your Supply Step proceed quickly and smoothly.

KEY CONCEPT: MOVE – FIGHT – MOVE

The *European Theater of Operations (ETO)* series features a "Move-Fight-Move" Sequence of Play. That is, *Special Movement* occurs before Combat and *Regular Movement* occurs afterward. In many other wargames, it is the opposite: *Regular Movement* occurs before combat and *Special Movement* follows.

Reversing this order shows the greater offensive agility of mobile troops (including Cavalry). Infantry can attack if already in position and ready, but cannot move very far and still put in an attack on the same turn. So infantry can hammer a fixed, static position, but motorized troops (and to an extent Cavalry) can move and then attack, which makes them ideal for counterattacks and sustaining an offensive after the situation becomes fluid.

HOW TO TELL TIME IN A WARGAME

Each Game Turn in *Thunder in the East* represents between one and two weeks of real time, depending on the month. That is, months with generally worse weather have fewer turns to simulate the difficulty of operating under adverse conditions.

As you play each **Game Turn** in *Thunder in the East*, it is basically broken down into two "halves" which we call **Player Turns** (Axis and then Soviet), and ends with a final **Housekeeping** Phase which prepares things so the next Game Turn can commence.

During *your* **Player Turn**, you perform its four Phases in this exact sequence: **Logistics**, **Special Movement**, **Combat**, and **Regular Movement**.

Each **Phase** is subdivided into **Steps** that must be performed in their listed order; doing so completes that **Phase**.

Some **Steps** are further subdivided into **Segments** that must be performed in their listed order; doing so completes that **Step**.

So... **Game Turns** have Player Turns; **Player Turns** have Phases; **Phases** have Steps; and **Steps** have Segments.

Once you understand how time is parsed in a wargame – i.e., how the structure of its Sequence of Play works – it becomes much more manageable to **learn** (by staying focused on the "micro" activity that you are trying to perform during that exact part of the turn) and to **play** (by allowing you to see the "macro" picture; when you step back and look at how the entirety of the Sequence of Play makes the game flow and how everything in it is integrated and orchestrated together).

Thus, once you learn to "tell time" in a wargame, you have mastered one of its essential aspects.

Part C: The Logistics Phase

[7.0] SUPPLY STEP

Supply affects **Ground** unit movement, combat, and replacements. It does *not* affect a **Ground** unit's ability to build up or break down in any way.

[7.1] SUPPLY AND COMMUNICATION SOURCES: When they can trace a Line of Communication to an Ultimate Supply Source (see sidebar), friendly-controlled **Supply** and **Anchorage City** hexes and friendly **HQ** markers are sources of Communication and Supply. Friendly map edges are also sources of Communication for **City** hexes and **HQ** markers, Supply. *Air Supply* markers are a limited-range, short-duration logistical enhancement (see 104.3).

COMMUNICATIONS SOURCES

Communications require tracing an unblocked (see 7.3) **Line of Communication (LoC)** of any length (no matter how circuitous) from the hex tracing this line (inclusive) to a source.

- **Overland Line of Communication (OLoC):** **Ground** units and **Defense** markers typically use this type of **LoC**. It is a single unblocked (7.3) line of any length that does not cross Impassable (e.g., **Lake**, **Peak**, etc.) hexsides or enter Prohibited (e.g., **All-Sea**) terrain. It is traced to a functioning (i.e., having no **Countdown** marker) friendly-controlled **Supply** or **Anchorage City** hex, or a friendly **HQ** marker, that can itself trace its own **Rail LoC** or **Naval LoC** (below) to an Ultimate Supply Source (see sidebar).
- **Rail Line of Communication (RLoC):** This is an unblocked (7.3) line of any length, traced exclusively along **Railroad** hexes and hexsides. **City** hexes and **HQ** markers are In Communication if they can trace an **RLoC** to a functioning (i.e., having no **Countdown** marker) friendly-controlled **Supply City** or **Major Port** hex that can itself trace its own **Rail LoC** or **Naval LoC** (below) to an Ultimate Supply Source (see sidebar). *You cannot trace an RLoC to a Minor Port or a Naval Base having an NLoC; units and HQ markers must occupy those 0-range Anchorage hexes to be able to trace an NLoC.*
- **Naval Line of Communication (NLoC):** This is an unblocked (7.3) line of any length, traced exclusively along passable, unfrozen (7.3) **All-** or **Partial-Sea** (i.e., **Coastal**) hexes. **Anchorage** hexes are In Communication if they can trace an **NLoC** to a functioning (i.e., having no **Countdown** marker) friendly-controlled **Major Port** or **Naval Base** hex that can itself trace its own **Rail LoC** to an Ultimate Supply Source (sidebar). *The lone port on the Caspian Sea, Astrakhan, always has an NLoC for the Soviets and never for the Axis.*

Home territory includes only cities in the contiguous land territory of a nation containing its national capital and is further elaborated upon in the sidebar near Rule 9.4.

KEY CONCEPT:

LINE OF COMMUNICATION (LoC)

A **Line of Communication (LoC)** is an unblocked (7.3) chain of hexes consisting of one **Overland LoC** (for **Ground** units only), a **Rail LoC** (for a **City** or **HQ**), or a **Naval LoC** (for an **Anchorage**) connected to an Ultimate Supply Source.

KEY CONCEPT:

ULTIMATE SUPPLY SOURCES

To function as a Communication or Supply Source, that location must be an **Ultimate Supply Source** or be able to, itself, trace a **Rail** or **Naval LoC** to one.

Ultimate Supply Sources are:

1. A **friendly map edge** (i.e., the West map edge for the Axis; the East map edge for the Soviets. The South map edge is also friendly if on that faction's same side, West or East, of the Black Sea).
2. A functioning (i.e., having no **Countdown** marker) **friendly Supply City** that can, itself, trace a **Rail** or **Naval LoC** to a friendly map edge or to another functioning **friendly Supply City** in that unit's home territory.
3. A functioning (i.e., having no **Countdown** marker) **friendly Capital City** in that unit's home territory.

SORRY, WE'RE CLOSED



Supply, **Major Port**, and **Naval Base** Cities are *not* friendly logistical centers after you conquer them (see 22.0); at least, not right away! Instead, they are *Disrupted* and immediately receive a **Countdown** marker which, each turn, improves by one until it is ultimately removed.

While Disrupted, that **Major Port** or **Naval Base** operates as only a **Minor Port**; Disrupted **Supply** cities and **HQ** markers do not radiate supply (although **HQ** markers can still operate Theater Reserves while Disrupted per 102.0).

It takes time to change the rail gauges, rebuild infrastructure, move stockpiles forward, and otherwise advance the military's logistical tail.

SUPPLY SOURCES

Supply sources are distinctive for bearing a green (land) or blue (naval) hexagon symbol with a number in it. When these supply sources are In Communication, that number is the distance in hexes that it projects its **Supply Radius**.

- **Supply Cities:** A **Supply City** hex is a supply source for whichever side controls it, provided it is: A) Functioning (i.e., having no **Countdown** marker), and B) In Communication. On-map **Supply City** hexes have a symbol showing their fully-operational Supply Radius of **6** hexes. **City** hexes that are *not* **Supply Cities** are *not* supply sources.
 - **Anchorages:** An **Anchorage** hex is a supply source for whichever side controls it, provided it is: A) Functioning (i.e., having no **Countdown** marker), and B) In Communication.
 - **Major Port** hexes appear on the map with a symbol showing their Supply Radius of **6** hexes.
 - **Minor Ports** and **Naval Bases** (*logistically, these are identical*) have a symbol showing their Supply Radius of **0** hexes. In other words, units *in* the **Minor Port** or **Naval Base** hex itself are In Supply, but other units can only trace an **OLoC** to it, not draw supply from it.
 - **Headquarters:** A functioning (i.e., having no **Countdown** marker) **HQ** marker that can trace via an **RLoC** and **NLoC** to an Ultimate Supply Source becomes, itself, a supply source for all other **Ground** units in its Faction (even ones its **Ground** units cannot stack with; 11.2) within its Supply Radius.
- Exception:** Treat *Strategic HQ* markers that must trace a **Naval LoC** through a **Minor Port** or **Naval Base** as **Stressed** due to its “limited pipeline” (see 10.1).

[7.2] THE SUPPLY ROUTINE: When determining their supply status, **Ground** units and **City** hexes first must trace an **LoC**.

- Those that **cannot** trace an **LoC** are **Isolated** (see 7.5.3).
- **Ground** units that **can** trace an **LoC** are In Communication (see 7.5.2).
- **HQ** markers and **City** hexes that can trace an **LoC** are **Supplied** (see Rule 7.5.1).
- **Anchorage** hexes that can trace an **LoC** (such as an **NLoC**) are **Supplied** (see 7.5.1).

For **Ground** units that are In Communication (i.e., those that are **not** Isolated), they next check to see if they are within the Supply Radius of a friendly, functioning supply source (i.e., an **HQ** marker, **Supply City**, or **Anchorage** hex that, itself, is In Communication, without a **Countdown** marker, etc.). If so, and if the unit can trace an **OLoC** (of any length) to that supply source, raise the unit’s status from In Communication to **Supplied**.

[7.3] TRACING LOCS: An OLoC, RLoC, or NLoC can be of any unblocked (see below) length. Trace it from the hex tracing this line (inclusive) to a communications source.

Timing: When you determine supply status is important:

- **Ground** units check their supply status during the *opponent's Supply Step* (only).
- **City, Anchorage** and other hexes check their supply status the instant they wish to serve as a supply or communications source, a Reinforcement/Replacement/Rebuilding location, etc.

Blocking LoCs: Each Scenario's Special Rules (see the Scenario book) states where NLoCs are blocked. You cannot trace an OLoC or RLoC into or through enemy units, EZOCs, or **enemy transportation lines** (i.e., any Rail Line or Road hex directly connecting two enemy-controlled **City** hexes) except:

- **Motorized** units (*only; i.e., those with white Movement Allowances*) can ignore the EZOCs of enemy **Leg** units (*only; i.e., those with black Movement Allowances*) when tracing an OLoC.
- The presence of any friendly **Ground** unit in a hex allows you to trace an OLoC or RLoC into or through it; that is, friendly units negate EZOC and an enemy transportation line hexes that they occupy when tracing an LoC.

Weather Closures: During the **Winter** Season (January – March), **Winter Ice** hexes are frozen and cannot trace an NLoC or perform Naval Movement. During **Snow**, **Extreme Cold**, and **Mud** weather, OLoCs are untraceable into or through **Mountain** hexes except along a **Railroad** or **Road**.

[7.4] SUPPLY RADIUS: A **Supply Radius** from a friendly functioning (i.e., having no **Countdown** marker) **Supply City** hex, **Anchorage** hex, or **HQ** marker is a “distribution umbrella” covering all friendly units with an OLoC to that supply source within that range.

[7.5] SUPPLY STATES: Every **Ground** unit, **City** hex, or **Anchorage** hex is always in one of the following supply states:

[7.5.1] SUPPLIED: A **Ground** unit is In Supply if it can trace an OLoC (see 7.3, above) to, and is within a valid friendly Supply Radius from, a **Supply City**, **Port**, **HQ** marker, or **Air Supply** marker. So, for **Ground** units, an Overland Line of Communication + a functioning Supply Radius from that supply source = Supplied.

HQ markers and **City** hexes are *Supplied* when they have a valid RLoC.

Anchorage hexes are *Supplied* when they have a valid RLoC or NLoC.

EFFECTS OF BEING IN SUPPLY

- A Supplied **Ground** unit has its normal Attack Strength, Defense Strength, and Movement Allowance, and can receive Replacement **Improvements** (9.5) if its hex is In Communication.
- A Supplied **City** hex can serve as an Air Base, can receive Reinforcements (see 9.0), and can receive Replacement **Rebuilt** units (9.5).
- A Supplied **Supply City** hex or an **Anchorage** hex becomes, itself, a supply source for **Ground** units (see Rule 7.1).
- A Supplied **HQ** marker becomes, itself, a supply source (see Rule 7.1).
 - **Motorized Units:** A Supplied Major nation **HQ** marker in **Attack** mode (only) allows **Motorized** units (i.e., those with a white Movement Allowance) to draw Supply from it at *double* that Major Power **HQ** marker's Supply Radius (**non-Motorized** units always use the printed Supply Radius of an **HQ** marker). This Supply Radius extension does not apply for that **HQ** marker's Attack Bonus!

COMMUNICATION AND SUPPLY

Note: An **Overland LoC** (or a **Rail LoC**) is a line that you trace through all hazards and over any distance.

An **HQ** marker or **Supply City** hex that is In Communication is, in fact, *In Supply* and becomes a supply source with a supply radius. So, to function fully, Communications is all **HQ** markers and **Supply City** hexes require.

For **Ground** units, an LoC is only a “halfway” supply state. If that is the best that **Ground** unit can achieve, it is only In Communication and, therefore, Out of Supply.

If, however, a **Ground** unit In Communication is *also* under a Supply Radius projected from an **HQ** marker, a **Supply City** hex, etc., that it can trace an OLoC back to, then it is *better* than In Communication, it is In Supply.



MOTORIZED LOGISTICS

When you combine **Motorized** units' abilities to trace their LoC through the ZOCs of enemy **Leg** units, and benefitting from a double Supply radius from **Major Power HQ** markers in **Attack** mode (i.e., with white print), their ability to sustain an offensive is profound.

SMALL NATION HQs

Small Nation (e.g., **Hungary** and **Romania**) **HQ** markers are not only *Operational* in their capabilities, but they also do *not* project a double Supply Radius to **Motorized** units (as shown by their solid black 4s on their **Attack** mode sides). They are behind the modern warfare curve.

[7.5.2] IN COMMUNICATION (ONLY; A.K.A. “UNSUPPLIED”): A **Ground** unit is In Communication (but not Supplied) if it can trace an unblocked LoC of *any length* to a communications source but cannot trace an OLoC to a nearby friendly supply source (within its Supply Radius).

HQs, Cities, and Anchorages require *only* an LoC to be In Supply. Thus, they are never merely In Communication; they are either In Supply or Isolated (7.5.3).

EFFECTS OF BEING OUT OF SUPPLY (I.E., ONLY “IN COMMUNICATION”)



- A **Ground** unit In Communication but *not* In Supply has its normal Defense Strength and Movement Allowance, however its Attack Strength is *halved* (=). It *can* receive Replacement Improvements (9.5) if its hex is *also* In Communication.
- During your Supply Step, mark your opponent’s **Ground** units that are In Communication, but not In Supply, with an **Out of Supply** marker (checking for Air Supply first, see 104.3). The **Out of Supply** marker denotes that Ground unit’s Attack Strength is halved.

[7.5.3] ISOLATED: A **Ground** unit is Isolated if it cannot trace an unblocked OLoC of *any length* to a supply/communications source. **HQs** and **City** hexes are Isolated if they cannot trace an RLoC, and **Anchorages** hexes are Isolated if they cannot trace an LoC (such as an NLoC), to a friendly Ultimate Supply Source.

EFFECTS OF ISOLATION



Ignore the “/D1” text on **Isolated** markers. It refers to the effects of Isolation to ships at sea in future *ETO* games.

- Isolated hexes cannot serve as Reinforcement, or Replacement/Rebuild/Improve locations, nor do Isolated **Supply City** hexes act as supply sources. **Isolated City** hexes can be Air Bases (18.0).
- During an enemy’s Supply Step, Isolated **Soviet Factory City** hexes with a **Working (1 EP) Factory** marker immediately commence the Soviet Factory Evacuation procedure (per 207.4).
- Isolated **Ports** cannot serve as supply sources or be used for Naval Transport (106.1).
- An Isolated **Ground** unit **cannot** attack and retains its normal Defense Strength, but its Movement Allowance is reduced to 1 hex per Movement Phase.
- An Isolated **HQ** marker involuntarily dissolves and the opponent collects Booty (10.2.2).
- During your Supply Step, mark your opponent’s units that are neither In Supply nor In Communication with an **Isolated** marker (checking for Air Supply first, see 104.3) and make a *single* Attrition Roll for *all* of the enemy **Ground** units in that **Isolated** hex: On a roll of **█**, **█**, or **█**, one unit (not *every* unit!) in that **Isolated** hex suffers a 1 step loss chosen by the owning player (removing its last step immediately eliminates that unit to the Casualty mat). On a roll of **█**, **█**, or **█**, there is no effect.

AIR SUPPLY

See Optional Rule 104.3.



[7.6] REMOVE “ABANDONED” DEFENSE MARKERS: You may remove from the map and return to the stock your opponent’s **Improved** and **Fortified Defense** markers in hexes that are unoccupied by their **Ground** units and either: A) in your **Ground** unit’s ZOC *or* B) more than 6 hexes away from your nearest **Ground** unit; exception: “chains” (not extending across impassable hexsides) of one or more adjacent **Defense** markers cannot be removed if at least *one* of them is occupied by a friendly **Ground** unit.

[8.0] REPAIR & RECOVERY STEP

During this Step, several “behind the scenes” activities take place supporting your war effort. In order, these Segments are:

- Repair:** Adjust the **Countdown** markers on your units, markers, and hexes having an **RLoC** or **NLoC** (7.1) to indicate that each is now one digit closer to **0** (when they are removed and returned to the stock); e.g., a **-4 Countdown marker improves to a -3 Countdown marker this turn**. Those without an appropriate **LoC** do not count down; they remain paused at their current value.

Effect: While a **Countdown** marker is present, that location, marker, or unit is **Disrupted** and **“not functioning”** (i.e., its functionality is restricted or lost). *For Example, a Disrupted Supply City hex (22.0) is no longer a Supply source; a Disrupted Major Port or Naval Base hex (22.0) functions as only a Minor Port; a Disrupted Minor Port hex (106.5.4) cannot use its port ability for movement or supply (except to repair itself); an HQ marker bearing a Countdown marker (10.2) is “turned off” and cannot serve as a supply source, etc.*

When its **Countdown** marker is removed (i.e., reaches 0), its capabilities are fully restored and it is considered “functioning.”

When incurring additional delay, **Countdown** markers **reset**; time delays are *not* cumulative!



FUNCTIONING

Only locations, units, and markers **not** inflicted with a **Countdown** marker are considered “functioning” (as they are not “under repair”).

Note: During these three Air Segments of the **Soviet** turn, only **half** (↑) of their aircraft in the **FLOWN** box (Soviet player’s choice) recover, regardless of the weather (see sidebar article):

- Air Available:** Recover your unsuppressed **Ready FLOWN** aircraft by moving them to the **AVAILABLE** box (noting 8.2 during **Inclement** weather).
- Air Repair:** Recover your unsuppressed **Damaged FLOWN** aircraft by flipping them to **Ready FLOWN** (noting 8.2 during **Inclement** weather).
- Air Base Repair:** From among your recovering Air units (only), remove **half** (↑) of their **Suppressed** markers. *This is your time to fix those “cratered” runways and bombed aerodromes.*
- Air Replacement:** Advance **Damaged DESTROYED** aircraft to **Damaged FLOWN** for 1 FP each (but never exceeding 10% of your **DESTROYED** Air units, rounded up). *Here you are replacing your air combat losses or introducing newly built Air units into play, but there is a speed limit out of this box!*
- Rush Recovery:** Your opponent may **Rush Recover** their **FLOWN** aircraft **one** readiness level each (maximum), paying 1 FP per Air unit to do so. To recover a readiness level, that Rush Recovered Air unit must perform one of #4, #3, OR #2 (above), in that (reverse priority) order, for 1 FP.

Skip this Rush Recovery Segment during Overcast, Snow, and Extreme Cold weather (23.0).

**THUNDER IN THE EAST
EAST EUROPE AIR UNIT DISPLAY**

AVAILABLE

These Air units are Ready for immediate use.

FLOWN

During the Soviet Repair & Recovery Step, only half of the Air units in the FLOWN Box (Soviet player's choice) can recover regardless of weather.

DESTROYED
(and newly built)

During Your Repair & Recovery Step (8.0):

1. Your recovering, unsuppressed, Ready Air units move to the **AVAILABLE** box; then
2. Your recovering, unsuppressed, Damaged Air units flip to show their **Ready** side; then
3. Remove ½ (↑) of the Suppressed markers from your recovering Air units; finally
4. Opponent may **Rush Recover** for 1 FP each, once per Air unit maximum. (Skip this Segment during Overcast, Snow, or Extreme Cold weather.)

Also during your **Repair & Recovery Step**, you may spend 1 FP each to move these Air units (10% 1, max per turn), **Damaged**, to the **FLOWN** box.

Air units in this box remain **Damaged** and cannot be **Suppressed**.
In a Campaign Game, they can be **Disbanded** (203.1) back to your Force Pool to gain 2 PPs each.

HALF-RECOVERY EXAMPLE

During the **Soviet R&R Step**, 13 Soviet Air units are in the **FLOWN** box in various states: **Available**, **Damaged**, and **Suppressed**. The Soviet Player chooses **any 7** of them (half, ↑) to improve their lot by a single level each (*Selecting an odd number of Suppressed units, as they recover separately at half, ↑ while the remaining 6 languish unattended.*)

SOVIET GROUND CREWS

Although the Soviet Union built vast numbers of aircraft for the war effort, often in improvised factories in the Urals, meeting factory production quotas came at the expense of tight quality control. Many aircraft deteriorated quickly in service and required extra maintenance just to keep them flying. So, yes, the Soviet player has plenty of **Air** units in the **FLOWN** box of the Air Display, but maintains them at the inefficient “**Inclement** weather half speed” rate year-round.



AIRFIELD SUPPRESSION

The stickiest thing for Air units to shake off is **suppression**, typically as a result of Airfields Attacks (18.4.3) and Partisan activity (107.2.4).

While recovering **FLOWN** Air units repair *Damage* or, if *Ready*, leap to the **AVAILABLE** box in a single turn, only half ($\frac{1}{2}$) of Air units “recovering” that turn have their **Suppressed** markers removed. It could take quite a while to untangle things when your Air Force is buried under **Suppressed** markers.



[8.1] AIR UNIT REPAIR & RECOVERY: Air units on the Air Display mat are always in one of these different **Readiness Levels**. From highest readiness to lowest, these are:

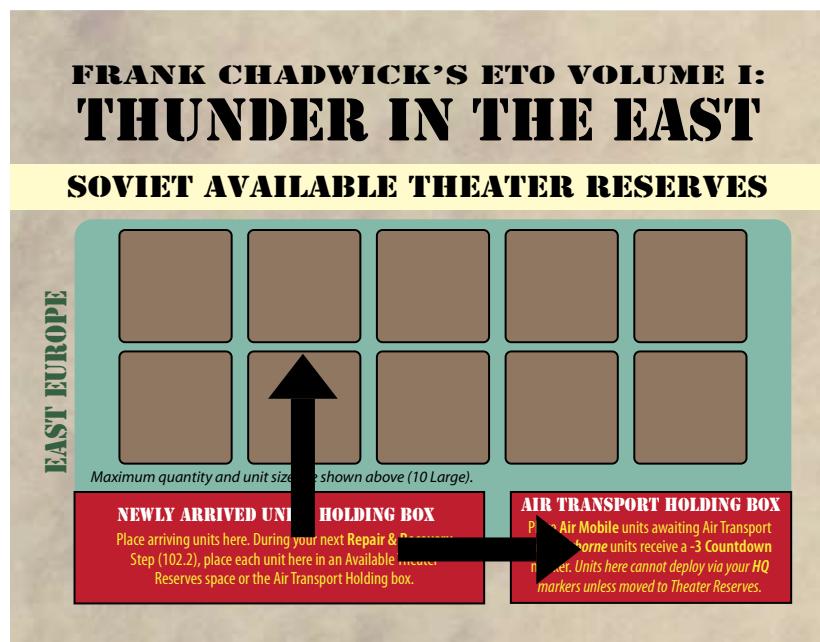
1. **AVAILABLE**, *Ready* (it is in the **AVAILABLE** box showing its *Ready* side; there are never any *Damaged* or suppressed Air units in the **AVAILABLE** box).
2. **FLOWN**, *Ready* (it is in the **FLOWN** box showing its *Ready* side, and not suppressed).
3. **FLOWN**, *Damaged* (it is in the **FLOWN** box showing its *Damaged* side, and not suppressed).
4. **FLOWN**, *Ready*, **suppressed** (it is in the **FLOWN** box showing its *Ready* side, and has a **Suppressed** marker on it).
5. **FLOWN**, *Damaged*, **suppressed** (it is in the **FLOWN** box showing its *Damaged* side, and has a **Suppressed** marker on it).
6. **DESTROYED**, *Damaged* (it is in the **DESTROYED** box showing its *Damaged* side; there are never any *Ready* or suppressed Air units in the **DESTROYED** box).

[8.2] AIR UNIT RECOVERY DURING INCLEMENT WEATHER: Mud, Snow, Extreme Cold, and Overcast weather hinder Axis Air Recovery. *The Soviets suffer this all the time.*

- During **Mud** weather (23.3), only half ($\frac{1}{2}$) of each player's **Short Range [S]** aircraft in the **FLOWN** box recover (owning player's choice). All other **non-Short Range** aircraft (i.e., [M], [L], and [X]) recover normally during **Mud** weather.
- During **Overcast**, **Snow**, and **Extreme Cold** weather (23.0), only half ($\frac{1}{2}$) of your aircraft in the **FLOWN** box can recover one level of readiness, and your opponent's **Rush Recovery Segment** is skipped entirely!

Note: Only Air units designated as “recovering” their readiness that turn can have their **Suppressed** markers removed, and only half ($\frac{1}{2}$) of them, at that!

[8.3] THEATER RESERVES: See Optional Rule 102.2.



[9.0] ORDER OF BATTLE (OOB) STEP

During your **OOB (Order of Battle)** Step, you take care of any withdrawals, substitutions (for the Axis only), mandatory disbands (Soviet only), place your reinforcements, and finally spend your **Resource Points (RPs)**, the generic term collectively referring to **Personnel Points**, **Equipment Points**, **Fuel Points**, etc.) on critical purchases. Many card events occur during your **OOB Step**, as well.

Pay special attention to events occurring during *the first Week* of that Month (i.e., withdrawals, substitutions, and reinforcements), as well as selecting cards to add to your Hand.

CARD SELECTION

If it is the first Week of a Month, select your new card(s) for your hand (see 25.0).

AXIS WITHDRAWALS



The scenario listings (and the top third of the Axis Faction mat, as illustrated above) indicate the comings and goings of Axis units. Always perform Withdrawals *on the first Week* of their listed Month.

Air Unit Withdrawals: When there is more than one unit of the Model listed to be withdrawn, take the one that is closest to **AVAILABLE** (per 8.1) and place it in the Axis Force Pool. If no units of that Model are on the Air Display, your opponent may choose any **Air** unit to remove in its stead.

When withdrawn in May 1942, the **Stuka (Ju-87)** unit later returns to play, so place it ahead on the Axis Display mat at its next entry Month (June 1943).

Ground Unit Withdrawals: The Axis must withdraw two types of **German Ground** units: **Airborne** Divisions and **Panzer** Corps.

- When withdrawing the **Airborne** Division, remove *that exact unit* from its present location. If its location is **not** on the map with a Line of Communication (7.1) or in the Theater Reserve, place it on the *next Month* of the Game Turn Track, at which time you owe **½ of a Specialist PP** to pay for its Replacement before permanently removing it from play.
- When withdrawing a **Panzer** Corps, *any* full-strength (12-9-[6]) German Panzer Corps unit on the map with a Line of Communication (7.1) will do. Place the **non-SS Panzer** Corps withdrawn (i.e., the **14th Panzer** and **47th Panzer** Corps or their substitutes) in the Force Pool.

When withdrawn, the second **SS Panzer** Corps (2 SS) later returns to play (*and later withdraws and returns again!*), so place it ahead on the Axis Display mat at its next entry Month.

If you have no qualifying **Panzer** Corps on the map to withdraw, remove an otherwise-qualifying *reduced-strength* **Panzer** Corps and pay **1 EP** (to build it back up to full strength) immediately (or at your first opportunity when again have **1 EP**). If you have *no* qualifying **Panzer** Corps in play, pay **2 EPs** immediately (or at your first opportunity).

Give no such care when withdrawing the **Italians** in April of 1943. Simply remove everything **Italian** from play in whatever state it is in *and that's that*.

CARD SELECTIONS

During the **Event Card(s)** Segment of your **OOB Step** of the first **Week** of each **Month**, you select your new card(s) per 25.0. You can immediately play cards selected during that **OOB Step**, if applicable.

ARRIVALS AND WITHDRAWALS BORDER KEY

- Solid Black:** Reinforce into play (Air units are **AVAILABLE**, **Ready**).
- Dashed Black:** As above for a unit previously set-aside.
- Solid Red:** Permanently remove from play.
- Dashed Red:** Removed, but re-enters play later or converts.
- Solid Blue:** Add to the Force Pool.
- Solid Orange:** Remove from play to the Force Pool.
- Solid Brown:** Hungarian Home Army units.
- Solid Green:** Special German and Hungarian Unit Substitution upgrades.



UNIT SUBSTITUTIONS / MANDATORY DISBANDMENT



Always perform Substitutions/Mandatory Disbandment *on the first Week* of the Month shown on their Faction mat wherever these units might be located (e.g., on map, in their Force Pool, Change box, etc.).

Soviet Early Mech Corps: In **October 1941**, the Soviet player **must** disband *all* Early Mechanized Corps units on the map per Rule 15.1. *Their experiment has officially ended.*

German Motorized Divisions: As shown in the sidebar, in **January 1943**, immediately flip all German 2-[6] Motorized Infantry Division units to permanently show their 3-[6] Panzergrenadier Division sides for the duration; all Panzer Corps henceforth break down to two Panzer plus one Panzergrenadier (instead of Motorized) Division.

Designer's Note: Panzergrenadier Divisions are **Heavy**, which generally helps on the battlefield, but now you must replace them for $\frac{1}{2}$ EP instead of $\frac{1}{2}$ PP each.

Hungarian Motorized Corps: In **August 1943**, remove the **Hungarian 4-[4] Semi-Motorized Infantry** Corps unit from play and replace it with the **Hungarian 6-4-[5] Armored** Corps unit (if it was on the map reduced, reduce its substitute). Also upgrade the **Hungarian 1st Armored** Division and **1st Cavalry** Division (to show its **2nd Armored** Division side).

REINFORCEMENTS

The scenario listings (and the top third of the Faction mats) also list the arrival and placement location of reinforcements. When instructed to add them to your Force Pool, do so. Always perform Reinforcements *on the first Week* of the Month they arrive.

FREE STUFF

On your turn, you receive certain below-the-economic-scale-of-the-game things for free first:

Digging for Victory: Place one **Improved Defense (→1)** marker (per 9.4);



- *Every* turn for the **Soviets**, and

- Every turn the **Axis** have a choice between one **Improved Defense (→1)** marker (per 9.4.) *OR* one *free* (i.e., 0 RP) **German Korpsgruppe** unit improvement (per 9.3.4).



Partisan Activity: The Soviets place one **Partisan Detachment** marker *every Soviet turn* (per 107.1).



ON MAP PLACEMENT PROCEDURE

Reinforcements enter play either on the map or in their Force Pool. Each Reinforcement **Ground** unit entering play on the map does so at full-strength at either:

- A supplied (7.0) friendly **City** hex in the country of the owning nation (with **Polish** cities counting as part of **Germany**), even if it is in an EZOC, and within the stacking limit (11.1), but no more than **one** per **City** per **Reinforcement Step**; *OR*
- A friendly map edge hex, **not** in an EZOC, but within the stacking limit (11.1) and no more than **one** per map edge hex per **Reinforcement Step**; *OR*
- Directly into your Newly Arrived Units Holding box on your Faction's Theater Reserves.

A reinforcing **HQ** marker arrives with a **-3 Countdown** marker on it.

PURCHASES WITH RESOURCE POINTS

Managing your Resource Point expenditures is essential for success. You may perform all of your activities during this Segment in any convenient order.

ACCOUNTING

Card RP Reinforcements: Add in Resource Point (RP) additions from cards *before* calculating your OOB Step's spending level for PPs and EPs.

[9.1] RECEIVING AND SAVING RESOURCE POINTS: When instructed (i.e., as listed among the scenario's reinforcements or Seasonally during a Campaign Game), add Resource Points (RPs) to your Display mat's Resource track by adjusting their respective markers; place them in the boxes that represent their current values. For many resources, if you acquire more than its marker(s) permits, flip that marker over to its "+½", "+10", or "+100" side as a reminder that you have that many more points than the box that marker is located in indicates. See the sidebar illustration.

[9.2] OOB PHASE SPENDING RESTRICTIONS: There is a geographic and per turn limit on spending a nation's PPs and that faction's EPs during the OOB Step (only; cards allowing you to spend RPs for various gameplay effects at other times are not subject to this restriction):

- **How Fast:** You can spend no more than **one tenth (10%;↑)**, with a **2 minimum** and a **10 maximum**, for each type of your available PPs or EPs during your OOB Step. There is no limit to the number of FPs or OPs that you can spend per turn.

For example, if the Soviets have **41 PPs** at the start of their OOB Step, they can spend up to **5 PPs** during it (i.e., 10% of 41, rounded up = **5**).

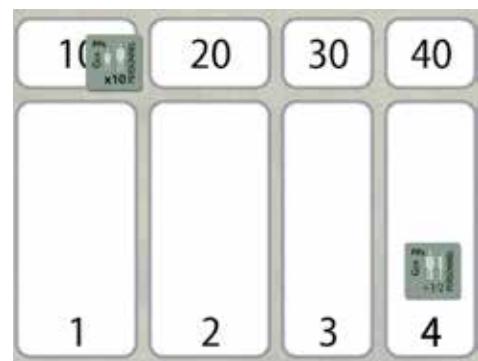
- **On Whom:** The Axis have several nationalities (e.g., German, Hungarian, etc.). Each can only spend PPs of *their own nationality* for their **Ground** or **Air** units. Other Resource Points spent on Axis allies (i.e., EPs, FPs, and OPs) must come from the common **Axis** stockpiles.
- **How Much:** No **Ground** unit can receive more than **1 Step** of improvement per friendly OOB Step.

PAYING THE PRICE

[9.3] RESOURCE POINT COSTS: When spending Resource Points, refer to the Build Cost chart to find the exact costs for things, with these Subcases applying:

[9.3.1] DON'T EVER CHANGE: You *cannot* purchase any units from your Change box with RPs! You may only spend RPs on units in your Force Pool or in play.

[9.3.2] MOTORIZED UNITS: As highlighted in yellow on the Build Cost chart, it *also* costs **1 FP** when building a **Major** (i.e., Large or Medium size) **Ground** unit from the Force Pool if it is **Motorized** (i.e., has a white Movement Allowance). This is *in addition* to its normal cost of **1 EP** or **1 PP!** Do not pay this FP cost to *improve* Motorized units already in play, nor when building a **Minor** (i.e., Small size) unit from the Force Pool.



TRACKING RP MARKERS

The Germans have **14 ½ PPs** (i.e., Personnel Points), as shown above.

The Germans have placed their "tens" PP marker in the **10** box, and their +½ PP marker in the **4** box:

$$(4 + \frac{1}{2}) = 4 \frac{1}{2}; + 10 = 14 \frac{1}{2}.$$

If the Germans spend **½ PP**, they flip their "ones" PP marker over to show its "x1" side: $(4 \times 1) = 4 + 10 = 14$.

If they spend **1 PP**, they move their "ones" PP marker to the **3** box:

$$(3 + \frac{1}{2}) = 3 \frac{1}{2}; + 10 = 13 \frac{1}{2}.$$

FRANK CHADWICK'S ETO I:
THUNDER IN THE EAST
BUILD COST CHART (9.3)

Ground Units			
Build from the Force Pool (Motorized units have Movement Allowance)	M	S	T
Major unit (Medium or Larger); in addition to the following step cost:	0	0	1½
1 Step of Major unit (Medium or Larger) Standard Heavy troops	0	1½	0
1 Step of Major unit (Small) Standard Heavy troops	0	1½	0
1 Step of Major unit (Medium or Larger) Standard Light troops	1	0	0
1 Step of Major unit (Small) Standard Light troops	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon troops	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light Recon troops	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy tanks	1½	0	0
1 Step of Major unit (Medium or Larger) Standard Light tanks	1½	0	0
1 Step of Major unit (Medium or Larger) Standard Recon tanks	1½	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Heavy AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Light AA	1	0	0
1 Step of Major unit (Medium or Larger) Standard Recon AA	1	0	0
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[9.3.3] “HALF PRICE” EXPENDITURES: Some units cost only $\frac{1}{2}$ Resource Point (RP) each. $\frac{1}{2}$ RP is indicated on the track by showing the “+½” side of that RP’s “x1” marker in the ones boxes. See the example in the sidebar on the previous page for adjusting RP markers.

Minor Units: Small size (i.e., Minor) units cost only $\frac{1}{2}$ RP of the appropriate type (PPs for Light units, EPs for Heavy units) to Build/Rebuild (or Improve, for Corps Remnants, per 9.5). Note that Minor units do not require any FP expenditure (per 9.3.2).



DIG THOSE TRENCHES, PEOPLE!

In the Campaign Game, you can pay $\frac{1}{2}$ of a Morale Point to create a pair of Improved Defense markers. This represents conscripted labor forced to “volunteer” in an emergency.



SPECIALIST UNITS

Note the oval highlight behind the formation size. You can only spend 1 PP on them per Month, and only on the first turn of that Month.

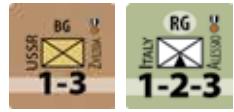
2nd-Line Infantry: 2nd-Line Infantry Corps and Garrison Infantry units (both of which have an empty circle in the middle of their Unit Symbol as a reminder) also cost only $\frac{1}{2}$ PP each.

Improved Defense Marker: These cost only $\frac{1}{2}$ PP, or $\frac{1}{2}$ EP, or $\frac{1}{2}$ MP (202.0) per pair to place up to two of these (red 1) markers (if you like, you can think of them costing 1/4 RP each). An Improved Defense marker cannot be “fortified” (which is done via card play) during the same OOB Step it was placed.

Time Value of Defense: Each Faction can spend a total of only 1 PP, maximum, per OOB Step on any combination of Garrison Infantry units and/or Improved Defense markers (although EPs and MPs are spendable on the latter without restriction).

[9.3.4] CORPS REMNANTS IMPROVEMENT DISCOUNT:

Improving a Corps Remnant unit (per 9.5) comes at a “discount price” in RPs. The cost is $\frac{1}{2}$ PP or EP each (as appropriate for its remnant type). One supplied German Corps Remnant unit per turn can be improved for free (i.e., 0 RPs) in City hexes with an OLoC (7.1) or their Theater Reserve boxes during their OOB Step.



[9.3.5] SPECIALIST UNITS: Specialist units have their formation size highlighted with an oval shape. These include Airborne, Cavalry, and Mountain Corps and Divisions. Other Specialist units include Soviet International units (i.e., Polish and Czech using USSR PPs), and Axis ally nation Motorized Infantry Corps. You can only spend 1 Specialist PP per Month per Nationality, and only on the first turn of that Month (and this does count as part of that nation’s PP spending limit for that turn).

BUILDING PIECES AND PUTTING THEM INTO PLAY

You spend **Resource Points (RPs)** to build certain markers, and units from your **Force Pool**, for the costs listed on the Build Cost chart.

[9.4] BUILDING/REBUILDING MARKERS AND UNITS FROM YOUR FORCE POOL

Building/Rebuilding essentially means taking a reduced, 1-step (i.e., **Small** or **Medium** size striped) **Ground** unit, or an **Air** unit, *from* your Force Pool and placing it *into play* (i.e., on the Air Display mat, the map, or into your **Theater Reserve**).

- Be sure to pay the additional **Major Motorized +1 FP** cost when purchasing such units from your Force Pool).
- Place units with an Untried Strength (i.e., a “?” Strength) side *showing* their Untried side.
- You can only place **one** newly built/rebuilt **Ground** unit per hex (which must be within the stacking limit; 11.1) *per OOB Step*.

Take these pieces from your Force Pool (or Theater Reserve, see 102.3) and:

- Place a **Major Ground** unit or **HQ** marker (with a -3 **Countdown** marker on it) in a supplied (7.0) **City hex in its home territory**, even if it is in an EZOC, and within the stacking limit (11.1), but no more than *one per City per friendly OOB Step*.
- Place a **Minor Ground** unit in a supplied (7.0) **City hex in that theater**, even if it is in an EZOC, and within the stacking limit (11.1), but no more than *one per City per friendly OOB Step*.
 - For the Hungarians and Romanians only, that **City** hex must be either: A) in their home territory; or B) within the Supply Radius (7.1) of their **National HQ** marker on the map.
- Place a **Ground** unit in a friendly map edge hex, **not** in an EZOC, but within the stacking limit (11.1), and no more than *one per map edge hex per friendly OOB Step*.
- For the **Soviets** only, place a **Ground** unit in **Moscow**, regardless of its supply status, but no more than *one per Soviet OOB Step*.
- Place **Garrison Infantry** units, within the stacking limit (11.1), in a supplied (7.0) friendly hex as follows: A) **City or Rail** hex; or B) a **Coastal** hex; or C) **Land** hex that is also *adjacent* to another supplied **Garrison Infantry** unit (*allowing you to “build a line” from it*).

- Place newly-built **Air** units on the Air Display mat in the **DESTROYED** box, *Damaged* (from whence they can be Replaced on a future turn per 8.1).

- Place **Improved Defense** markers in friendly hexes that are not abandoned (7.6) and are In Communication (7.0). There can never be any more than one per hex, maximum (11.1).

DEFINING “HOME TERRITORY”

A unit's country is its “home territory.”

In *Thunder in the East*, “Germany” includes the “General Government” region of occupied Poland (e.g., Warsaw, Lodz, Krakow, etc.), in addition to East Prussia.

Hungary includes the Transylvania region. In scenarios, Romania includes N. Bucovina and Bessarabia except for the Barbarossa scenario (where it is part of the USSR).

The USSR includes the Ukraine region plus the Baltic States (Lithuania, Latvia, and Estonia).

WORKING WITH AXIS ALLY NATIONS

Proud Axis ally nations work a little differently on the map, especially when trying to cooperate with each other:

They do not like stacking their **Ground** units together (11.2).

Spending **RPs** on **Hungarian** and **Romanian** **Ground** units requires them to be in their home territory, Theater Reserve, or within the Supply Radius of their **National HQ** marker on the map (9.4 and 9.6).

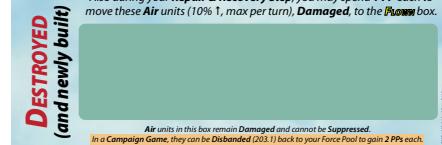
- Spending **EPs** on their units also *increases* their **Morale Points** by double that amount (202.1 and the Build Cost Chart).

Because they have **Operational National HQ** markers, when in **Attack** mode, they do not have a double Supply Radius for **Motorized** units (except Italy, 7.5.1) and the single Attack Bonus it provides can only support a Battle that includes at least one of their **Ground** units (10.3.1).

- They do, however, generously extend normal supply to all countries in their faction.



Also during your **Repair & Recovery Step**, you may spend 1 FP each to move these **Air** units (10% 1, max per turn), *Damaged*, to the **Planes** box.



CORPS REMNANT IMPROVEMENT**EXAMPLE**

A non-Isolated (7.5.3) **German 1-3 Leg KG** unit is in a vital frontline hex confronting a desperate situation. The Axis player opts to improve it by spending $\frac{1}{2}$ PP and inspects in the Axis Force Pool to find the substitute unit to replace it with on the map.

There are a variety of **German Leg Infantry** units there; on their 1-step (reduced-strength) sides they include: 1-2-3s, 2-4s, 2-3-4s, and 3-4s (including the **German Mountain Corps** unit), and a 3-[6] **Panzer-grenadier** Division. The German player selects a 2-3-4 **Infantry** unit. Why?

- The **2nd-Line Infantry 1-2-3** and **2-4 Corps** units do not have a **Medal** icon in their top-right corner.
- The **German Mountain Corps** is a *Specialist* **Ground** unit, so nice as it would be, it cannot be selected.
- The **3-[6] Panzergrenadier** Division is a **Heavy** unit and cannot be selected to replace a **Leg KG** unit.
- You must choose the weaker **2-3-4 Infantry** Corps units in preference to the stronger 3-4 units (although, if there were no 2-3-4s cluttering up the Axis Force Pool, you could have snagged a 3-4 unit, if available).

If that **German 1-3 Leg KG** unit were in a supplied **City** hex, improving it could cost 0 RPs as the Axis “Free Stuff” for their turn!

*Frugal players want to reorganize **Corps Remnant** units for free, while desperate players might not have the leisure to shuffle **Corps Remnant** units that far to the rear when the enemy is pressing hard and every unit is needed at the front to stave off disaster!*

IMPROVING PIECES CURRENTLY IN PLAY

You add **Resource Points (RPs)** to your **Ground** units in play, even those in an EZOC, for the costs listed on the Build Cost chart.

[9.5] IMPROVING YOUR GROUND UNITS AND MARKERS

Improving your **Ground** unit in play means increasing it by one step (typically, by flipping it from its reduced strength side to show its full-strength side).

Improving a **Soviet Major Infantry Corps** forms a reduced strength **Soviet “Raised” Infantry Army**, as illustrated here and shown in the Soviet Force Pool box.



Example 1: If it receives 1 PP as a Replacement, replace a 1-step **Soviet ?-4 Infantry Corps** (revealed or unrevealed) with a 2-step **4-5-4 Soviet Infantry Army** from the Soviet Force Pool and return the **Infantry Corps** unit to the **Untried Soviet Rifle Corps** units pool.

Example 2: If it receives 1 EP as a Replacement, replace a 1-step **Soviet ?-4 Infantry Corps** (revealed or unrevealed) with a 2-step **7-5-4 Soviet Shock Army** from the Soviet Force Pool and return the **Infantry Corps** unit to the **Untried Soviet Rifle Corps** units pool.

Example 3: If it receives 1 PP as a Replacement, replace a 1-step **Soviet 4-4 Guard Infantry Corps** with a 2-step **7-4 Soviet Guards Army** from the Soviet Force Pool and return the **Guards Infantry Corps** unit to the Soviet Force pool (except for the **1Gd Corps**, which is instead returned to the **Untried Soviet Rifle Corps** units pool from whence it came).

Improving your **Garrison Infantry** unit flips it to show its **Hardened Garrison** side (via cards only).

Improving an **Improved Defense** marker flips it to show its **Fortified Defense** side (via cards only).

Improving a **Corps Remnant** unit (per 9.3.4) means replacing it on the map with another unit from your Force Pool (only; not your Change box) in that **Corps Remnant** unit’s *same category* (e.g., **Leg**, **Motorized**, **Mountain**, **Heavy**, etc.). Specifically, it must be either:

- The **weakest** reduced-strength **Medium** (i.e., Corps XXX) **Ground** unit of its nationality having a (silver) **Medal** icon in its upper-right corner (see examples in the sidebar), OR
- A **Small** (i.e., Division XX) **Ground** unit of its nationality in that category.

After making this exchange, return the **Corps Remnant** unit to the Holding box on its Faction’s Display mat. See the example in the sidebar.

[9.6] GROUND UNIT REPLACEMENT LIMITS: These restrictions apply:

- **Important:** Replacements can neither Improve, nor build new **Ground** units, in hexes that do not have an **OLoC** (7.1). They *can* do so for units in their Faction's Theater Reserve (102.1.1).
- A built/rebuilt **Ground** unit can only recover up to **1 step** per friendly **OOB** Step. That is, you **cannot** spend more **RPs** on it to create a *new, full-strength, multi-step* unit from nothing.
- For the **Hungarians** and **Romanians** only, its improvement hex must be either: A) in their home territory; B) the **Theater Reserve**; or C) within the Supply Radius (7.1) of their on-map, functioning **National HQ** marker.

[9.7] AIR UNIT REPLACEMENTS: For upgrading or activating Air units during your **OOB** Step, the following applies:

Upgrading (a.k.a. “re-equipping”) an **Air** unit on the **Air Display** mat means spending **1 EP** to swap it with an **Air** unit (of the *same* nationality) in your Force Pool and, if not in the **DESTROYED** box, lowering its Readiness Level by one (see 8.1; you cannot lower the Readiness Level of **DESTROYED** **Air** units). *Re-equipping gives you the option to upgrade your existing Air units as new Models become available, rather than paying the heavy price to increase the size of your Air Force by building new Air units from scratch.*

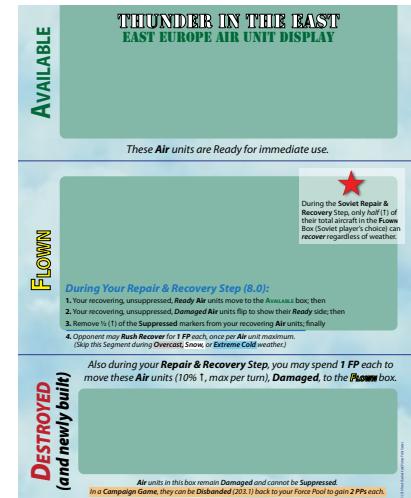
Replacing an **Air** unit in the **DESTROYED** box means spending **1 FP** (during Segment #7 of your **Repair & Recovery** Step; 8.0) to move it up to the **FLOWN** box, *Damaged*. You can only replace a maximum of **10%** (\uparrow) of your **Destroyed** **Air** units per turn.

[9.8] SPECIAL PURCHASES: Spending **RPs** to purchase markers or **Offensive Points (OPs)** are “special purchases.”

Offensive Points (OPs): These allow you to place **HQ** markers in **Attack** mode (10.3.1). Each costs **½ EP plus ½ FP**. Add these points to the **Resource** track on your **Faction Display** mat.

Improved Defense markers: These are defensive works. For a cost of **½ PP**, or **½ EP**, or **½ MP** (202.0), you may place up to **two Improved Defense** markers (→1; per 9.4). An **Improved Defense** marker cannot be “fortified” (see below) during the same **OOB** Step it was placed.

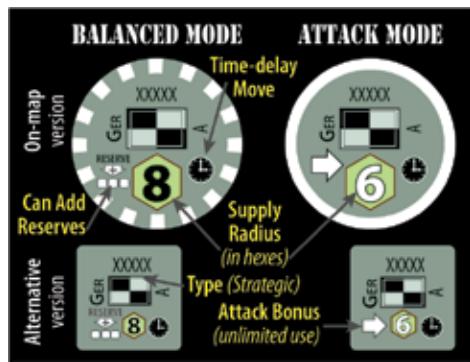
Fortified Defense markers: These are upgraded versions of the above. Through card play (see 25.0), you can flip over a certain number of **Improved Defense** markers to show their **Fortified Defense** marker sides (→2).



OTHER SPECIAL PURCHASES

In the **Campaign Game**, you can also purchase:

- **Increased Air Defense** during the **OOB** Step (see 208.4.1).
- **National Morale** during the **Gain Morale** Step of the **Season Start** Phase (see 202.0).



[10.0] HEADQUARTERS MODE STEP

Both sides have **Headquarters** (hereafter referred to simply as “**HQ**”) markers that approximate the logistical and operational center of gravity of nearby military operations.

HQ markers are always in one of two modes: **Attack** or **Balanced** (i.e., A or B). You can change your **HQ**’s mode during the **HQ Mode Step** of your **Logistics Phase**:

HQ a la Mode: Determine your on-map **HQ** markers’ modes; expend **1 Offensive Point (OP)** per **HQ** you put into **Attack** mode (see 10.3). **Balanced** mode, the default setting, is free.

[10.1] HQ CHARACTERISTICS: There are two types of **HQ** markers, **Strategic** and **Operational**.

Strategic HQs (with five XXXXX at their top) represent the largest organizations in *Frank Chadwick’s ETO*, namely Army Groups (or, for the Soviets, “Strategic Directions”) and have the greatest capabilities (except when tracing a **Naval LoC** per 7.1).

Operational HQs (with four XXXX at their top) have more limited capabilities and typically represent single Armies assigned to larger, distant areas; and the National Armies of smaller nations. In *Thunder in the East*, the only **Operational HQ** markers belong to Small and Medium Nation armies.

“Stressed” HQs: **HQ** markers in **Mud** or **Extreme Cold** weather, or tracing their **NLoC** overseas through other than a **Major Port**, become **Stressed** as follows:

- **Stressed Strategic HQs** suffer the same limitations as unstressed **Operational HQ** markers.
- **Stressed Operational HQ** markers cannot enter **Attack** mode (10.3.1). This also happens to **Strategic HQ** markers suffering “multiple stress” (e.g., tracing an **NLoC** via a **Minor Port** during **Mud** weather).

HQ MARKER EFFECTS

Because they are *markers* (not units), all **HQs** share these characteristics: they do not count for stacking purposes in their hex for *either* side, have no ZOC, no Combat Strength, and no Movement Allowance.

Operational HQs are restricted in that they provide their Attack Bonus combat shift (10.3.1) to only *one* Battle within their Range (which must include an attacking unit of its nationality) instead of all Battles within their Range, and are *not* a conduit for Theater Reserves (102.3).



These small **HQ** markers are included for those who prefer to use them.

COUNTING DOWN HQs

When relocated or purchased from your Force Pool, your **HQ** markers acquire a **-3 Countdown** marker. This represents one “logistical bound” of time that is necessary to re-establish advancing and retreating **HQs**.

*Historically, fast-moving operations paused for about three weeks to re-establish the logistical and combat support that **HQ** markers provide before proceeding.*

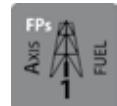
[10.2] HQ “MOVEMENT:” Your **HQ** markers do not move per se; you **relocate** them. At *any* time during your **Special Movement** Phase, you may pick up **HQ** markers in supplied friendly **City** hexes and place them in another such hex for free. After relocating, it arrives in **Balanced** mode with a **-3 Countdown** marker (see 8.0, #1) on it. *It takes this long to reorganize it and relocate its logistical tail.*

[10.2.1] VOLUNTARY RELOCATION: You can voluntarily relocate your **HQ** marker even if it currently has a **Countdown** marker, but doing so *resets* its **Countdown** marker to **-3**.

[10.2.2] INVOLUNTARY RELOCATION: Your opponent can force your **HQ** markers to dissolve in two ways, and gain a reward for doing so!

Dissolving: If an enemy **Ground** unit enters a hex where your **HQ** marker is alone (i.e., without a friendly **Ground** unit protecting it) *OR* if, during your opponent’s **Supply** Step, your **HQ** marker is not In Communication (7.0), that **HQ** marker **dissolves**. That is, its owner traces an **Overland LoC** (7.1) from there to any other supplied, friendly **City** hex and places it there. Because it must **reform** in (rather than relocate to) that hex, it is in **Balanced** mode and also acquires a **-4 Countdown** marker (like a newly conquered **Supply City** or **Major Port** per 22.0).

Booty: When an enemy **HQ** marker dissolves, you immediately gain (but your opponent does *not lose*) **one Fuel Point (+1 FP)** as “booty.”



Elimination: If your **HQ** marker is unable to reform (because it cannot trace an **OLoC** to escape, see above), return that **HQ** marker to its Force Pool. *You can rebuild it from there as usual.*

HQ Modes

[10.3] HQ MODES: HQ markers have two sides, each representing a different mode (either **Attack** mode or **Balanced** mode) indicated by the face-up side of that marker. During your **HQ Mode Step**, you may put your Supplied (see 7.1), functioning (i.e., having no **Countdown** marker) HQ markers in **Attack** mode by spending **1 Offensive Point (1 OP)** for each desired; otherwise, place your HQs in **Balanced** mode (their free, default setting).

[10.3.1] ATTACK MODE: While in **Attack** mode, an HQ marker has the following characteristics:

- **Supply Radius:** Its Supply Radius is shorter in **Attack** mode and is also printed in white for **Major Power** HQ markers because **Motorized** units (i.e., those with a white Movement Allowance) are Supplied from that **Attack** mode HQ at *double* its printed Supply Radius. *This is not true for receiving that HQ's Attack Bonus (below)!* **Small Nation** HQ markers do not project this Supply Radius bonus.
- **Attack Bonus:** When at least one of your **Ground** units initiating a Battle is In Supply *and* within the printed Supply Radius of one or more of your HQ markers in **Attack** mode, that Battle receives one (maximum) **Attack Bonus** odds shift (or shifts) with the following instructions:
 - A **Strategic HQ** marker in **Attack** mode provides an **unlimited** number of “**Broad Front**” ($1\leftrightarrow$) Attack Bonus support shifts that turn, providing each supported attack includes at least *one* qualifying unit participating in it.
 - Alternately, a **Strategic HQ** marker in **Attack** mode can provide a **single** “**Narrow Front**” *double* shift ($2\leftrightarrow$) Attack Bonus that turn (instead of multiple Broad Front shifts). Announce if you are exercising this option during your **Battles Declaration Step** (19.1).
 - An **Operational HQ** marker’s Attack Bonus only provides a **single** Broad Front ($1\leftrightarrow$) shift Attack Bonus to a **single** attack that turn, and that attack must include at least one **Ground** unit of that **Operational HQ** marker’s nationality.

Note that while **Motorized** units can draw Supply at twice the printed Supply Radius from a Major Power HQ marker in **Attack** mode; this does *not* apply to that HQ’s Attack Bonus!



A Soviet Strategic HQ marker in **Attack** mode.

Shift It

The option to conduct a single **Narrow Front** double shift ($2\leftrightarrow$) “Hammer Blow” attack is a vital consideration when placing your **Strategic HQ** markers in **Attack** mode. Sometimes a key hex requires such a focused effort.

Historically, the Axis attack on Sevastopol was such a Hammer Blow.

- **Theater Reserves:** Strategic HQ markers in **Attack** mode cannot *add* on-map units to the Theater Reserve. They *can* deploy any or all available Theater Reserve units during either friendly **Movement Step** (see 102.0).

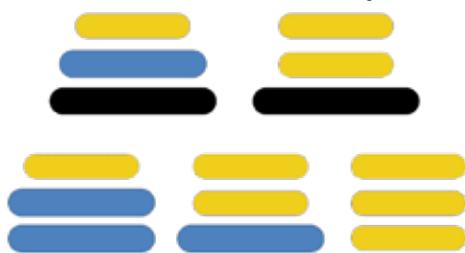
[10.3.2] BALANCED MODE: While in **Balanced** mode, an HQ has the following characteristic:

- **Better Supply Radius:** Its Supply Radius is two hexes greater.
- **Theater Reserves:** Strategic HQ markers in **Balanced** mode *can receive* units entering the Theater Reserve. They can place only **one** Theater Reserve unit during their **Opponent’s Reaction Movement Step** (see 102.0). *Critically, this is just prior to the opponent’s Regular Movement Step, allowing you to “plug the holes” in your line before they can be exploited.*



A Soviet Strategic HQ marker in **Balanced** mode.

Side views of allowable stacking:



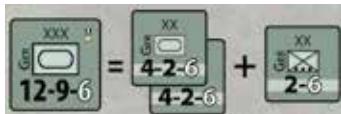
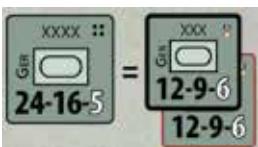
WHY BUILD UP AND BREAK DOWN UNITS? (SEE 12.5 AND 12.6)

Voluntarily breaking down a larger unit into smaller ones allows it to occupy more space. Furthermore, each smaller component unit is individually easier to stack (11.1) with **Minor** units being able to assist **Major** units attacking across a single hexside (21.1).

Combining smaller units into larger ones concentrates and/or improves their total Attack Strength, making it easier for them to project that strength through a single hexside in combat (*i.e.*, building a better “battering ram”).

Combining Small Ground units into **Medium** ones might also increase their total Attack Strength (*their whole often being greater than the sum of their parts*). By creating a **Major** unit, it will have a ZOC that the **Minor** units do not have.

Combining Corps units into larger **Army** units tends to reduce their total Defense Strength (*creating a “glass cannon” effect*).



Part D: Ground Unit Stacking & Organization

[11.0] GROUND UNIT STACKING

More than one **Ground** unit can remain in a hex at the end of each Phase or at the end of a Retreat. *This Rule applies only to Ground units, not to other units or markers.*

[11.1] THE PHYSICAL STACKING LIMIT: A maximum of 3 friendly **Ground** units can stack together in a hex (excluding markers – even **HQ** markers, which are always “stack free”), within these restrictions:

- Each hex can have a maximum of **1 Large** (*i.e.*, Army [XXXX] size) **Ground** unit.
- Each hex can have a maximum of **2 Major** (*i.e.*, **Large** or **Medium**) **Ground** units.

Therefore, a hex’s **maximum** (3) **Ground** unit stacking limit must look like one of these combinations:

- **1 Large + 1 Medium + 1 Small Ground** unit; *OR*
- **1 Large + 2 Small Ground** units*; *OR*
- **2 Medium + 1 Small Ground** unit; *OR*
- **1 Medium + 2 Small Ground** units*; *OR*
- **3 Small Ground** units*.

The stacking limit is essentially **one Large** (Army) unit, **one Medium** (Corps) unit, and **one Small** (Division) unit, *but you can always substitute a smaller unit for a larger one.*

*No more than 1 of which can be a **Garrison** or **Hardened Garrison** unit.

[11.2] AXIS POLITICAL STACKING LIMIT: The **Ground** units of different Axis nationalities cannot voluntarily stack with any other Axis nationality *except* the Germans (who are able to stack with any other Axis nationality without problem); they otherwise cooperate normally with each other when tracing supply from their National HQs or attacking the same hex. The presence of a **German** unit does not allow two *different* Axis nationalities to stack together with it.

Different Axis nationalities’ **Ground** units *involuntarily* stacked together (e.g., due to a Retreat) are not immediately eliminated, but the Axis player must rectify this situation at their next opportunity.

[11.3] WHEN THE STACKING LIMIT APPLIES: Apply the stacking limit *for both sides* at the **end** of each Phase **and** at the end of every Retreat (21.7). *While in motion, stacking is malleable, but everyone must be seated properly when the music stops!*

[11.4] OVERSTACKING PENALTY: A hex’s units in violation of the stacking limit when the stacking limit applies (see 11.3, above) must conform to the stacking limit. Their owner removes (eliminates) sufficient units (only) from that hex to bring the units in that hex to within the stacking limit.

[11.5] STACKING, COMBAT, AND ZOCs: As you move and arrange your units, you will want to keep the Zone of Control (5.0) and combat effects of stacking (21.1) in mind:

- **Minor (Small) Ground** units do **not** exert a Zone of Control (ZOC) into adjacent hexes, *even if you have 2 or 3 them stacked together in a hex!*
- The number and size of **Ground** units that can attack out of a hex is limited. No more than **2 Ground** units (total) can attack *across a single hexside*, and of those, no more than **1** can be a **Major** (*i.e.*, **Large** or **Medium**) unit. *An advantage of Small units is that, when stacked with a Major unit, they can attack together across a single hexside and provide some extra punch.*
- All **Ground** units *defending* in a hex have their Combat Strengths combined; you cannot attack individual **Ground** units in a targeted hex’s ground Battle.

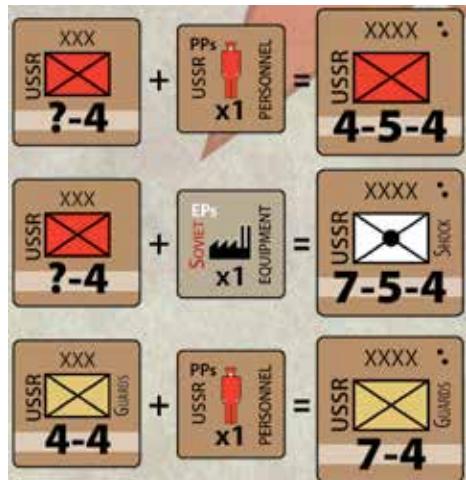
[12.0] GROUND UNIT ORGANIZATION

Your Faction Display mat has a Change box from which you can break down certain units into a number of smaller component units and assemble component units together and build them up into a single, larger unit. Units can only build up or break down into other, specific units *exactly* as illustrated on your Faction Display mat.

DISPLAY MAT MANAGEMENT

[12.1] MANAGING THE CHANGE BOX: Generally, *Frank Chadwick's ETO* is a “Corps level” game; that is, **Ground** units going into and out of your Force Pool are usually Medium-size **Corps** units.

- Until needed, keep component **Army** buildup and **Division** break down units in the Change box.
- You cannot *purchase* units in the Change with **RPs**; “Change” units exist only to substitute for units in play (swapping those units through the Change box such that things always “balance”).
- Note: The Change box illustrates the organization of all units that can build up or break down through it.



ASSEMBLED ARMIES: *Assembled Armies* are those formed by combining two or three component **Corps** units, and swapping those **Corps** units with their corresponding **Army** unit from the Change box (*i.e., the Corps units go into, and the Army unit comes out of, the Change box*).

[12.2] MANAGING THE FORCE POOL: Generally, the Force Pool is where you place eliminated units awaiting their chance to reappear onto the map via purchase with **RPs**.

RAISED ARMIES: While all Axis Armies in *Thunder in the East* are *Assembled Armies* (see 12.1, above), and this is also true of Soviet Tank Armies and Cavalry-Mechanized Groups, the Soviets also have three varieties of *Raised Armies* (Rifle Infantry, Shock Infantry, and Guards Infantry).

Raised Armies and their component **Infantry Corps** units always reside in the Soviet Force Pool (*not* the Change box). The Soviet player *raises* them by paying one **RP** and swapping an existing (revealed or unrevealed) Soviet Rifle (including Militia and Conscript) **Infantry** or **Guards Infantry Corps** unit on the map with an appropriate 2-step (i.e., striped) *Raised Army* unit in the Force Pool (where allowable exchanges are illustrated).

HEALING THE DIVISION: Place *eliminated Minor* units in their Force Pool (*not* their Change box). They can be purchased for $\frac{1}{2}$ **RP** each and thus returned to play (per 9.3.3).

ORGANIZATION TIME

Your larger formations can voluntarily break down at convenient times during your turn (and may be forced to do so, involuntarily, during your opponent’s **Resolve Ground Battles Step**). Building up smaller formations into larger ones *only* occurs during your **Regular Recovery & Reorganization Step**.

Special Movement Step: Your larger formations may voluntarily break down into smaller ones.

Advance After Combat: Your larger formations may voluntarily break down into smaller ones immediately prior to Advancing After Combat.

Regular Reorganization Step: You smaller formations may build up into larger ones.

Regular Movement Step: Your larger formations may voluntarily break down into smaller ones.

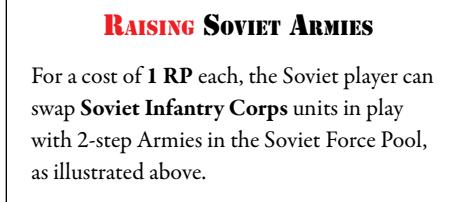
[12.3] THE ELEMENT OF SUPPLIES: Units can always build up or break down regardless of their supply status.

[12.4] ALLOWABLE ORGANIZATION: Only the specific *types* of **Ground** units illustrated in the Change box on their Faction’s Display mat are permissible for building up and breaking down units. See the sidebar illustration.

BUILDUPS

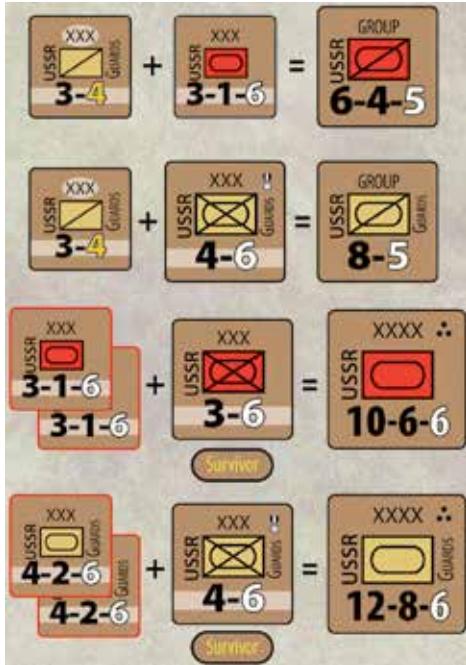
[12.5] BUILDING UP: Your units can **only** combine (“build up”) into larger formations during the **Regular Recovery & Reorganization Step** of your **Regular Movement Phase**. Only **full-strength** units stacked together in the same hex can build up, and only the specified types as illustrated in the Change box on their Faction Display mat.

Procedure: Swap the combining units on the map and with their corresponding **Major** unit from the Change box (only; *not* the Force Pool).



RAISING SOVIET ARMIES

For a cost of **1 RP** each, the Soviet player can swap **Soviet Infantry Corps** units in play with 2-step Armies in the Soviet Force Pool, as illustrated above.



ASSEMBLING SOVIET ARMIES

Above are the unit combinations for building up **Soviet Corps** units into Armies (and Groups). The reverse is also how these units break down once again into their component parts.

BREAKDOWNS

[12.6] VOLUNTARY BREAK DOWN: You can *voluntarily* break down your units prior to moving them during your **Movement** Steps and immediately prior to their Advancing After Combat (21.9).

- Your **Corps** units break down into their component **Division** units. Your **Assembled Army** and **Cav-Mech Group** units break down into their component **Corps** units.
- You *can* break down an Army into its component Corps and then immediately break down those Corps into their component Divisions, if permissible. The Stacking Limit (11.1) does **not** apply until the *end* of that Phase.

Procedure: Swap that **Corps** unit or **Army** unit on the map with its component Divisions or Corps from the Change box (only; *not* the Force Pool!). There is no Movement Point cost (14.3).

Voluntary Corps Break Down: Only **full-strength** **Corps** and **Cav-Mech Group** units can voluntarily break down into their component units.

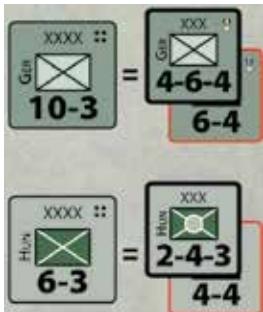
Voluntary Army Break Down: **Army** units break down as follows:

- A **full-strength** 4-step **Assembled Army** unit breaks down into its two component **Corps** units via the Change box; each **Corps** unit is placed on the map at full-strength.
- A **full-strength** Soviet 3-step **Assembled Army** unit breaks down into its three component **Corps** units via the Change box; each **Corps** unit is placed on the map at full-strength.
- A **reduced-strength** 4-step **Assembled Army** unit (e.g., a 4-step **Army** unit currently reduced to its striped, 3-step side) still breaks down into its two component **Corps** units via the Change box, but one of those **Corps** units (**the strongest** if they are different strengths) is placed on the map at *reduced* strength.
- A **reduced-strength** Soviet 3-step **Assembled Tank** or **Guards Tank Army** unit (e.g., a 3-step **Army** unit currently reduced to its striped, 2-step side) voluntarily breaks down via the Change box into two component **Corps** units: **1 Mechanized Corps** unit and **1 Tank Corps** unit; the other **Tank Corps** unit is eliminated and moved from the Change box to the Force Pool.
- Soviet Raised (i.e., **Rifle Infantry**, **Shock**, and **Guards**) **Army** units and **reduced-strength Soviet Assembled Cav-Mech Group** units *cannot* voluntarily break down.

[12.7] INVOLUNTARY BREAK DOWN: Certain reduced-strength (i.e., striped) units that suffer a step loss for any reason are not completely eliminated, but involuntarily break down instead. *All other units are unable to break down thus and suffer their step loss normally per 21.6.*

Involuntary Corps Break Down: Corps units with gold/silver **Medals** involuntarily break down as follows:

- **Last Stand:** A reduced-strength **Corps** unit with a silver **Medal** icon in its top-right corner that is eliminated by a step loss (e.g., from Isolation, a combat result, or retreat through EZOC) may involuntarily break down.
 - You may place it on the map (where it can still be subject to retreat and elimination into your Force Pool) by a bronze **Medal Corps Remnant** unit from its Faction Display mat (either the **Corps Remnant Holding** box or, in extremis, from the Force Pool). Place the **Corps** unit in its Force Pool.
- **Shattered:** Any **Corps** unit with a gold or silver **Medal** icon in its top-right corner that is Eliminated by a **DE** or **BT** (or Overrun or failure to retreat) may involuntarily break down.
 - You may then move a **Corps Remnant** unit from the **Corps Remnant Holding** box (if available) to your Force Pool. *Since Corps Remnants are small units you can buy them out of your Force Pool for ½ RP each and place them in friendly City hexes abroad.* Place the **Corps** unit in its Force Pool.



THE AXIS CHANGE BOX

When your **3-step Army** unit on the map is *voluntarily* broken down, swap it with its component Corps, placing the one shown here with a **red border** at reduced-strength.

When *involuntarily* broken down (*this occurs when it loses a step*), swap it with only its **black** bordered component **Corps** unit; its **red** border component Corps is eliminated and moved from the Change box to the Force Pool *without forming a Corps Remnant* unit.



Involuntary Army Break Down: Army units break down:

- A **reduced-strength** 4-step **Assembled Army** unit (e.g., a 4-step Army unit currently reduced to its striped, 3-step side) involuntarily breaks down via the Change box into one **full-strength** component **Corps** unit; the other one (the **strongest** if they are different strengths) is eliminated *without forming a Corps Remnant* unit (even if it would normally do so) and moved from the Change box to the Force Pool.
- A **reduced-strength** Soviet 3-step **Assembled Tank** or **Guards Tank Army** unit (e.g., a 3-step **Army** unit currently reduced to its striped, 2-step side) involuntarily breaks down via the Change box into its one component Mechanized Corps unit; its two component **Tank Corps** units are eliminated and moved from the Change box to the Force Pool.
- A **reduced-strength** Soviet 3-step **Raised** (i.e., **Infantry**, **Shock**, and **Guard**) **Army** unit (e.g., a 3-step **Army** unit currently reduced to its striped, 2-step side) involuntarily breaks down via the Soviet Force Pool into its **one** component **Infantry Corps** unit. A **Guards Infantry** Corps, if any are available in the Soviet Force Pool, would replace a **Guards Infantry** Army; in all other circumstances, draw a **?-4 Infantry** Corps from the Untried pool to replace the involuntarily broken down **Soviet Army** unit on the map.
- Place an eliminated **reduced-strength** 1-step **Soviet Cav-Mech Group** unit in the Change box and move its component **Corps** units into the Soviet Force Pool.

[13.0] SOVIET ORGANIZATION

The organization of Soviet ground forces is different than that of Western nations (including the Axis powers). With an emphasis of higher-echelon formations (Army units organized into Fronts and “Strategic Directions”), players will discover that wielding the Red Army on the map is a very different experience than marshalling the Wehrmacht and its allies. In addition to this, the Red Army was constantly evolving during the war, as you will discover when playing *Thunder in the East*.

[13.1] THE STALIN MARKER: At the beginning of each scenario, the **Stalin** marker sets up in **Moscow**. Stalin’s presence in **Moscow** affects the victory conditions (4.1) and **Soviet Morale** (202.0).

Stalin’s Last Stand: If the Axis conquers a city while the **Stalin** marker is there, the Soviet player immediately loses the game.

The Better Part of Valor: During any **Soviet Special Movement** Step, the Soviet player may evacuate the **Stalin** marker (i.e., the Soviet government) by **Rail Movement** (only) to the eastern city of **Kuibyshev** where it remains for the duration.

- It costs **2 Rail Moves** to evacuate the **Stalin** and the Soviet government. *It is a Major Heavy party.*
- There is no **Soviet Combat** Phase that turn. *The Generals have lost communication with The Boss.*

[13.2] UNTRIED INFANTRY AND MECHANIZED CORPS: Soviet regular **Rifle Infantry Corps** units always set up and enter play showing their **Untried** (“?” Combat Strength) side. Also, at the beginning of *Thunder in the East* (i.e., during the **Barbarossa** scenario), the Soviet experiment with their **Early Mechanized Corps** is ending, and thus those units are also Untried.

REVEALING UNTRIED SOVIET CORPS UNITS

Untried (unrevealed) **?-4 Rifle Infantry** and **?-5 Soviet Early Mechanized Corps** units in play have their strength values hidden from all players (*yes, even from the Soviet player!*) until revealed under one of the following circumstances:

- That unit’s hex is overrun (per 17.0).
- During **Step 1** of the Battle Sequence when that unit *attacks*.
- During **Step 2** of the Battle Sequence when that unit *is attacked*.
- In addition, for **Soviet Early Mechanized Corps** units only, when an enemy **Heavy** unit Retreats through its ZOC (per 21.7) *OR* when Disbanded (per 15.1).

Once revealed, that unit remains so while in play; it is again hidden when returned to its Force Pool.



EARLY SOVIET MECH CORPS

The early version of the **Soviet Mechanized Corps** was a bold and far-sighted experiment in mechanized warfare; each included two robust Tank Divisions, one Mechanized Infantry Division, plus many supporting arms. On paper, it was stronger than any **German Panzer Corps** in 1941.

However, the speed with which the Soviets tried to assemble the units far outstripped their ability to equip them and man them with trained personnel; there was no time to train the unit itself to cooperate or function as a coherent unified whole. As a result, these early **Soviet Mechanized Corps** quickly collapsed in combat.

It became clear that the Soviets needed time to begin again, this time with small, and working up to larger, mobile formations. In the meantime, these early **Soviet Mechanized Corps** contained a larger and very well-equipped command staff. The rapid formation of new **Infantry Armies** during this period left many of them short of exactly that sort of command infrastructure, and so as these **Mechanized Corps** disbanded their command staffs were assigned to the many newly-forming **Infantry Armies**.

MANAGING UNTRIED RIFLE INFANTRY CORPS

Shuffle Me In: When removed from play, return **Soviet Rifle Infantry Corps** units to the Soviet Force Pool showing their ?-4 side and mix them with their brethren to randomize them. When selected from the Force Pool, Untried ?-4 **Rifle Infantry Corps** units are placed in play, unrevealed, at random.



Deal Me Out: The Soviet player **can** remove the understrength **Soviet Militia** and **Soviet Conscript Rifle Infantry Corps** units that arrive via Soviet card play (25.0) from the Soviet Force Pool (and thus cease “polluting” it). When *revealed* and removed from the map for any reason, the Soviet player can either return that unit (face-down) to the Soviet Force Pool OR set it aside, out of play, in the “Undesirables” box (at the top-right of the Soviet Display mat). *These units, along with Soviet Early War Mechanized Corps, have the “removable” orange unit symbol background color as a reminder.*



Calling All Guards: Note that one ?-4 **Rifle Infantry Corps** unit is a the **1st Guards [1Gd] Infantry Corps** unit; it can be used as the building block to form a **Guards Army** unit if any are available in the Soviet Force Pool. When removed from play, it is mixed back in with the other unrevealed ?-4 **Rifle Infantry Corps** units. *It is not set aside in the Force Pool with other “regular” Guards Infantry Corps units.*



TRADING UNTRIED MECHANIZED CORPS FOR INFANTRY ARMIES

Trading Places: When removed from play for any reason, do *not* place **Early Mechanized Corps** in the Soviet Force Pool. Instead, place them in the Trading Places box at the top of the Soviet Display mat; each immediately “morphs” into one **8-4 Rifle Infantry Army** unit which is moved from there to the Soviet Force Pool. Thus, there are always exactly 27 units in the Trading Places box. Once placed there, **Early Mechanized Corps** units are out of the game.



[13.3] THE RED ARMY CONTINGENTS: Elaborated here are other interesting aspects about the Soviet Order of Battle:

GUARDS CORPS CONVERSION

On the first Week of each Month, the Soviets can promote **one** Force Pool or supplied, on-map regular **Cavalry**, **Rifle**, **Tank**, or **Mechanized Corps** unit into its **Guards** version by flipping it over to show its **Guards** side.

Note that **Regular Rifle Infantry Corps** do not “flip” into Guards as other **Soviet Corps** units do. Instead, when available, introduce a **Guards Infantry Corps** unit from its Holding box at the top-left of the Soviet Display mat *into play* by placing it in the Force Pool OR replacing a **Regular Rifle Infantry Corps** (and sending it, Untried, to the Force Pool). Once brought into play thus, **Guards Infantry Corps** units cycle through the Soviet Force Pool normally for the duration and can be purchased from there normally with PPs.

Guards conversion is *permanent*. Take care that Soviet Corps units do not inadvertently change their Guards status as they transition between hexes and boxes in play!

LATE MECHANIZED INFANTRY CORPS

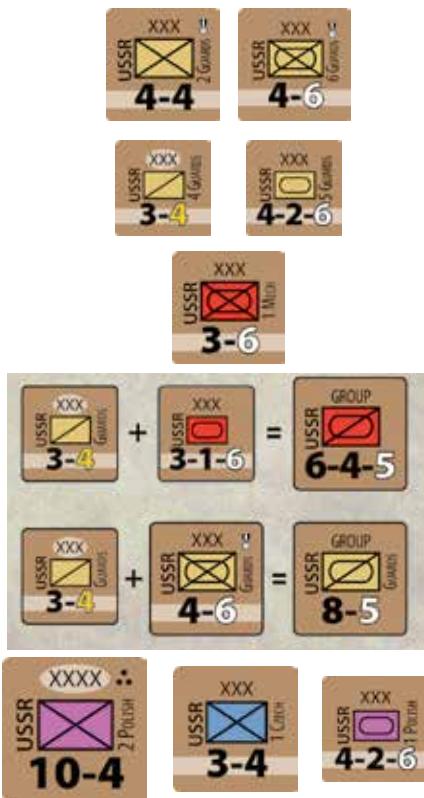
These **1-step, 3-Strength** units costing **1 EP + 1 FP** each to build from the Soviet Force Pool (see the Build Cost chart) are the key building block for organizing the larger, stronger **Assembled Motorized Army** units from the Soviet Change box.

MECHANIZED CAVALRY (“CAV-MECH”) GROUPS

These units set up in the Soviet Change box. The Soviet player forms these **2-step Heavy** units by combining a **Guards Cavalry Corps** unit component with a **Tank** (or **Guards Mechanized**) Corps unit component (as illustrated in the sidebar). When at full-strength it can voluntarily break down into its component **Corps** units (12.6). When reduced strength, it cannot break down and costs **1 EP** to improve (per 9.5) as it is a **Heavy** unit.

SOVIET ALLY NATIONAL UNITS

Czech and Polish national **Soviet** Corps and Army units arrive per their listings at the top of the Soviet Display mat via play of the Soviet **Liberation Ideology** card (per 25.0). These are **Specialized** units; thus only **one** step can be rebuilt or replaced (using USSR PPs), and then only on the first Weekly Game Turn of the Month.



Part E: The Movement Phases

[14.0] GROUND MOVEMENT (BOTH STEPS)

Your **Special** and **Regular Movement** Steps are when you conduct the general movement of your forces. These **Movement** Phases are very similar, with their differences noted in this Part.

Two DIFFERENT MOVEMENT STEPS

SPECIAL MOVEMENT: You conduct your **Special Movement** Step just *before* combat (per 15.0).

REGULAR MOVEMENT: You conduct your **Regular Movement** Step just *after* combat. *All* of your **Ground** units can conduct ground movement normally (i.e., can spend up to their full Movement Allowances, per 16.0), whether they moved in the **Special Movement** Step or not.

GROUND UNIT MOVEMENT PROCEDURE

Each unit has a **Movement Allowance** (expressed in terms of **Movement Points**) representing the distance it can move in *each* friendly **Movement** Step, subject to Terrain Effects and other restrictions.

During a friendly **Movement** Step, you may move some, none, or all of your eligible units.

You move each **Ground** unit individually, from hex to hex, in any direction or combination of directions desired, spending its Movement Points as it transits the map, and stopping when its Movement Points are exhausted, *OR* it enters an EZOC (5.1), *OR* you simply desire to cease moving it.

If not otherwise prohibited, a **Ground** unit with a Movement Allowance can *always* move **one** hex, even if it lacks sufficient Movement Points to enter that hex.

[14.1] MOVEMENT RESTRICTIONS: Enemy **Ground** units restrict the movement of your (friendly) **Ground** units thus:

- **Enemy Units: Ground** units cannot enter a hex containing an enemy **Ground** unit (exception: Paratroops and Amphibious Landings; see 105.1 and 106.5.1).
- **Enemy HQ Markers:** If your **Ground** units enter a hex containing an enemy **HQ** marker via Movement (including an Overrun), that enemy **HQ** marker involuntarily dissolves and you collect your Booty (see 10.2.2).
- **EZOCs:** A **Ground** unit **entering** an EZOC must immediately cease its movement for that **Movement** Phase. *There is no penalty or effect for leaving an EZOC. Your unit can move directly from one hex in an EZOC to another during your Movement Phase, but it must then immediately stop.*

[14.2] "ROAD" MOVEMENT BONUS: A **Ground** unit moving **along** a Railroad (i.e., moving from one Railroad hex to another, adjacent, Railroad hex that is connected by a rail line through their shared hexside) pays only **one** Movement Point to enter that hex, regardless of the normal terrain costs to enter it. *In effect, that **Ground** unit is using the rail line as a "road" through that terrain.*

[14.3] GROUND UNIT BREAK DOWNS: As it begins its movement, there is **no** Movement Point cost to break down a unit voluntarily.



A FAIR INTERPRETATION

Tiny little spits of land oozing into a hex do not make it fully playable. Neither does a fleck of terrain make a hex that terrain type. Please allow for a little "artistic license" when interpreting the map and use the hex's clear intent!

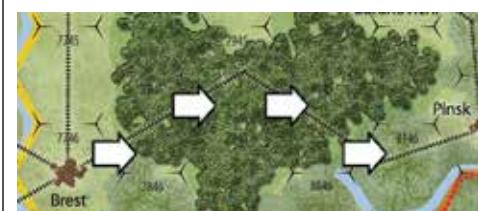
"SPECIAL" MOVEMENT?

Your first (i.e., **Special**) **Movement** Step is "Special" for several reasons:

- Overland **Ground** unit movement is more restricted
- **Rail** and **HQ** movement occurs
- **Air Missions** move to their target locations
- **Naval** movement embarks
- **Partisan Detachments** reposition to nearby enemy-controlled **City** hexes
- Battles are "set up" during this Step by moving forces into position prior to the **Combat** Phase.

YOU CAN'T STOP ME!

Remember, **Minor** (i.e., Small) **Ground** units do *not* exert a Zone of Control (5.0). If they are by themselves, enemy **Ground** units can whiz right past them!



ROAD MOVEMENT

Railroads allow units moving along them to use the "Road" movement rate of **1 Movement Point** per connected hex.

WHAT YOU DON'T KNOW

You may inspect anything that is not deliberately unknown. That is, you can examine units in stacks, but not peek at untried units' real values; you can inspect discard piles, but not an opponent's deck or hand, etc.

[15.0] SPECIAL MOVEMENT PHASE

Your **Special Movement Phase** has two Steps: the **Special Reorganization Step** (removing units from play to reclaim some of their value in RPs) followed by the **Special Movement Step** (when you move your units).

[15.1] SPECIAL REORGANIZATION STEP: During this Step, you may voluntarily remove your units from play to recover some of their RP value as follows:

- In the Campaign Game, you may Demobilize, Disband, and/or Scrap your forces (see 203.0).
- The Soviet player may Disband (revealed and/or unrevealed) **Early Mech Corps** units (and **must** do so during their OOB Step of the **first Week of October 1941**) as follows:
 - Replace it on the map with a random **?-4 Rifle Infantry Corps** unit and place that removed **Early Mechanized Corps** in the Trading Places Box at the top-left corner of the Soviet Display, placing one of the **8-4 Infantry Army** unit from there into the Soviet Force Pool.
 - In addition, the Soviets immediately gain **one Equipment Point (+1 EP)** for preserving that unit's equipment if can trace a Line of Communications (7.0) when disbanded.



[15.2] SPECIAL MOVEMENT STEP: During this Step, perform all *special* movement of your forces. Your **Ground** units move overland (with restrictions) and by rail, air, and sea (104.0 and 106.0). The **Special Movement** Step is also when you relocate HQ markers (10.2) and you fly your **AVAILABLE Air** units on Missions (18.0) and position **Partisan Detachment** markers to nearby enemy-controlled City hexes.

SPECIAL GROUND UNIT MOVEMENT

[15.3] SPECIAL GROUND MOVEMENT RESTRICTIONS: During your **Special Movement** Phase, your **Ground** units might be able to conduct overland movement (14.0); those that can may enter EZOCs normally.

Your **Ground** units have the following Special Movement restrictions based upon the class of their mobility. From lowest to highest, these are:

- **Leg Units:** Your **Leg** units (those with a black Movement Allowance) that begin your **Special Movement** Step in an EZOC **cannot** move. Your **Leg** units that **do not** begin your **Special Movement** Step in an EZOC **can** move up to **half** their Movement Allowance (\uparrow).
- **Mounted Units:** Your **Mounted** units (those with a yellow Movement Allowance) that begin your **Special Movement** Step in an EZOC **can** move up to **half** their Movement Allowance (\uparrow). Your **Mounted** units that **do not** begin your **Special Movement** Step in an EZOC **can** move their **entire** Movement Allowance.
- **Motorized Units:** Your **Motorized** units (those with a white Movement Allowance) **can always** move during your **Special Movement** Step, and do so up to their **entire** Movement Allowance.

[15.4] RAIL MOVEMENT: Any unit beginning its **Special Movement** Step on a **Railroad** hex that is **not** in an EZOC can use "**Rail Movement**." That is, it can move along any number of connected **friendly-controlled Railroad** hexes. Rail Movement must be that unit's **entire** move. A **Railroad** hex is **friendly-controlled** if it is *between* two friendly-controlled **City** hexes (inclusive) and that specific **Railroad** hex has no enemy unit or EZOC on it. The Stalin marker Rail Moves similarly along friendly rails, however they can ignore EZOCs; it cannot enter or move through hexes containing enemy units.

Rail Movement Costs: It costs **1** Rail Capacity to move *each* unit by rail, except it costs **2** Rail Capacity to move *each* **Heavy Major** (i.e., Medium or Large size) **Ground** unit by Rail. See the separate *Transport & Cargo sheet*.

Rail Movement Capacity markers: Each side has a scenario-defined maximum number of **Rail Moves** that it can make during each "Weekly" Game Turn, represented by placing their **Rail Capacity per Turn** marker in the corresponding-numbered box on the tracks of their Faction Display mat.

MOVEMENT TYPES

2-3-3 Leg (*marching, walking*)

3-4 Mounted (*horse riding*)

12-9-6 Motorized (*vehicle riding*)



[16.0] REGULAR MOVEMENT PHASE

Your **Regular Movement Phase** has four Steps, as follows:

- *The Opponent's Reaction Movement Step* (102.3).
- Your **Regular Recovery & Reorganization Step**.
- Your **Regular Movement Step**.
- *The Opponent's Morale Step* (see 202.2).

[16.1] OPPONENT'S REACTION MOVEMENT STEP: The non-phasing player may commit via Movement up to **one** available **Theater Reserve** unit from *each* of their **Strategic HQ** markers in **Balanced** mode (see Optional Rule 102.3).

[16.2] YOUR REGULAR RECOVERY & REORGANIZATION STEP: First, your **Ground** units recover from interdiction, and then they can build up into larger formations.

Rail Capacity Reset: Reset your **Rail Capacity Used** marker to the **0** box.

Recovery from Interdiction: Remove all **Interdiction** markers from your **Ground** units (thus ending their effects).



Reorganize / Build Up: Now you may combine your on-map, stacked **Ground** units into larger formations available in your Change box per 12.5.

REGULAR GROUND UNIT MOVEMENT

[16.3] YOUR REGULAR MOVEMENT STEP: *All* your units move normally (i.e., can spend their full Movement Allowances per 14.0) whether they moved in the **Special Movement** Phase or not. Your **Ground** units may also break down at this time (12.6).

[16.4] OPPONENT'S MORALE STEP: Your opponent suffers **Morale Point (MP)** losses from causalities you have inflicted this turn (i.e., placed on the Casualty mat; see 202.2).

[17.0] OVERRUNS

OVERRUNS are a function of **Ground** unit movement; they are *not* a function of combat *per se*.

During either of your **Movement** Phases, and even during Breakthrough Advance After Combat (see 21.9), your **single Motorized Ground** unit with an Attack Strength of **10 or greater** (only, *after halving for any supply or terrain effect*) can **overrun** a hex containing a **single, 1-step enemy Ground** unit by spending **one additional (+1)** Movement Point to enter that hex (this is in addition to the normal cost to enter that hex); then immediately roll a die (🎲) to determine the result of that overrun.

If an overrunning unit can continue to move (i.e., it did not enter an EZOC in the overrun hex; see 5.0), and has Movement Points remaining, it may do so (even conducting another overrun if circumstances and its Movement Allowance permit).

[17.1] OVERRUN MOVEMENT: When conducting an overrun:

- You cannot perform overruns during **Mud, Snow, and Extreme Cold** weather.
- The overrunning unit ignores the EZOC of the unit in the overrun hex *only*; EZOCs from other, adjacent enemy units apply normally (see 5.0).
- If the overrunning unit does not have sufficient Movement Points to enter the overrun hex *and* pay the **+1 Movement Point** cost to initiate the overrun, it cannot overrun that hex.
- After paying the extra Movement Point to overrun an **Untried Corps** unit, reveal it.

WHERE'S MY SUPPLY, AGAIN?

Your **Regular Movement Step** is your last opportunity to “tidy up your lines” and ensure your units will be In Supply during your opponent’s upcoming **Supply Step** (when *your* units’ supply is checked).

Advice: At this time, you should place **Supply dice** on your supply source (see 7.1) hexes near the front line to indicate where and how far their supply umbrella extends. This will greatly assist you as it provides a strong visual cue so that your units do not wander out of supply because you did not pay attention.

Leaving those **Supply** dice in place for your opponent’s upcoming **Supply Step** makes things go very quickly, indeed.

12-9-6 **Motorized (vehicle riding)**

OVERRUN PLAYTESTERS NOTE

Although overrunning enemy units potentially removes them during your **Movement Steps** (both before and after your **Combat Phase**), the attrition to your **Ground** units is typically higher than if you had conducted a set-piece Battle during your **Combat Step**.

That is something to keep in mind!

HEAVY UNIT TYPES:

Armored		(Soviet: "Tank;" German: "Panzer")
Armored Cavalry		(Mechanized Cavalry or Soviet: "Cav-Mech")
Armored Infantry		(Mechanized Infantry or German: "Panzergrenadier")

OVERRUN RESULTS

The Overrunning unit must have an Attack Strength of *at least 10*.

OUTCOME: Roll using the following modifiers:

- +1 if the Overrunning unit was Heavy
- +1 if the Overrunning unit's Attack Strength = 20+
- 1 if the Overrun unit was Heavy

-1 per defensive shift (from terrain and markers in that hex)

Success: If the modified result > the overrun unit's Defense Strength:

- Eliminate the overrun unit and **Defense** marker in that hex, if any; if there is also an **HQ** marker in that hex, it involuntarily dissolves and you collect Booty (see 10.2.2), and

• The overrunning unit suffers no losses and may continue moving.

Failure: If the modified result < the overrun unit's Defense Strength:

- The overrun unit remains in place, unaffected, AND
- The overrunning unit suffers **one step loss**, does not enter the overrun hex, and ends its movement for that **Movement Phase**.

Option: If the modified result = the overrun unit's Defense Strength, and the overrun unit is a **Leg** unit, the *Overrunning* player chooses A or B (below). If the overrun unit is a **Cavalry** or **Mobile** unit, the *Overrun* player makes this choice:

A. The overrun unit is **eliminated**, AND the overrunning unit suffers **one step loss** and *may continue moving*; OR

B. The overrun unit **Retreats two hexes** (see "Retreat," below) by the *Overrunning* player AND the overrunning unit ends its movement for that **Movement Phase** in the overrun unit's hex.

MOVEMENT TYPES

2-3-[3] Leg (marching, walking)

3-[4] Mounted (horse riding)

12-9-[6] Motorized (vehicle riding)

[17.2] OVERRUN OUTCOME ROLL: Roll a die () using the following modifiers:

+1 if the Overrunning unit was **Heavy**.

+1 if the Overrunning unit has an Attack Strength of *twenty or more*.

-1 if the Overrun unit was **Heavy**.

-1 for each defensive terrain shift () in that hex.

Treat results of *less than 1* as ; treat results greater than 6 as .

Overrun Success: If the modified result is *greater than* the overrun unit's Defense Strength:

- Eliminate the overrun unit and **Defense** marker in that hex, if any; if there is also an **HQ** marker in that hex, it involuntarily dissolves and you collect Booty (see 10.2.2), and
- The overrunning unit suffers no losses and may continue moving.

Overrun Failure: If the modified result is *less than* the overrun unit's Defense Strength:

- The overrun unit remains in place, unaffected (losing the 1 Improved Defense marker in that hex, if any).
- The overrunning unit suffers **one step loss**, does not enter the overrun hex (i.e., it is stopped in the hex it attempted to overrun from), and must end its movement for that **Movement Step**.

Overrun Option: If the modified result is *equal to* the overrun unit's Defense Strength, then one player (see below) chooses between the following two options:

- A. The overrun unit is **Eliminated**; the overrunning unit suffers **one step loss** and *may continue moving*; OR
- B. The overrun unit is **Retreated two hexes** (21.7) by the *overrunning* player (eliminating the **HQ** per 10.2.2 and/or 1 Improved Defense marker in that hex, if any); the overrunning unit must end its movement for that **Movement Step** in the overrun unit's vacated hex.

If the overrun unit was a **Leg** unit, the *overrunning* player chooses A or B (above). If the overrun unit was **Mounted** or **Motorized**, the *overrun* player makes this choice.

[17.3] ABANDONED POSITIONS: Immediately return to the stock a hex's 1 Improved Defense marker, if it has one, when that hex suffers a step loss or Retreat during an Overrun or Ground Combat.

OVERRUN EXAMPLES

Example 1:

A 12-9-[6] German Panzer Corps overruns a Medium size 1-step Soviet 2-[5] Mechanized Corps which is revealed to be a 6-3-[5] Mechanized Corps (there is **no DRM** as the +1 DRM for the overrunning unit being **Heavy** is negated by the -1 DRM for the overrun unit being **Heavy**). On a roll of or , the overrun is a *failure* (the German Panzer Corps loses a Step and stops moving); on a roll of , the overrun is the *Soviet player's option* (for defending with a **Motorized** unit); and on a roll of to , the overrun is a *success* (the Soviet Mechanized Corps is Eliminated and the Panzer Corps can spend its remaining Movement Points, if any).

If that Soviet unit had been revealed to be a 2-[5] **Motorized** Corps (+1 DRM for the overrunning unit being **Heavy**), then a roll of = *failure*; = *Soviet option*; and to = *success*.

Example 2:

A 24-16-[5] German Panzer Army overruns a 1-step Soviet 2-4 Airborne Division (+2 DRM for: A) the overrunning unit being **Heavy**, and B) for it having an Attack Strength of 20 or higher); the overrun automatically succeeds as the **German Panzer Army** cannot roll less than a modified result.

However, if that Soviet 2-4 Airborne Division were defending in a **Forest** hex with an **Improved Defense** marker (for a total of **two** defensive terrain shifts for a net of **No DRM**), then a roll of = *failure*; = *German option* (because the Airborne division is a **Leg** unit); and to = *success*.

Example 3:

A 24-16-[5] German Panzer Army is *halved* for whatever reason (e.g., it is out of supply, interdicted, it is overrunning a Swamp or Mountain hex, or overrunning across a Major River hexside, etc.), but it still has at least the 10+ required, overruns a 1-step Soviet 3-1-[6] Tank Corps (**No DRM** as the +1 DRM for the overrunning unit being **Heavy** is negated by the -1 DRM for the overrun unit being **Heavy**). A roll of = *Soviet option*; and to = *success*.

Example 4:

A 10-6-[6] Soviet Tank Army overruns a reduced (to 1-step) German 2-3-4 Infantry Corps (+1 DRM for the overrunning unit being **Heavy**). A roll of or = *failure*; = *Soviet option*; and to = *success*.

Part F: Air Missions

[18.0] AIR MISSIONS

Key Concept: Air units in play are never physically “based” on the map. Instead, they rest in the different boxes of the Air Display mat and, from there, fly Missions on the map. These boxes are **AVAILABLE**, **FLOWN**, and **DESTROYED**; and each Air unit in them is in one of two states, either *Ready* (face up) or *Damaged* (face down showing an explosion). An Air unit in the **FLOWN** box can have an additional status: *Suppressed* (i.e., bearing a **Suppressed marker**).

AIR UNIT STATUS ON THE AIR DISPLAY MAT

Only *Ready* Air units in the **AVAILABLE** box can fly Air Missions. When flying an Air Mission, remove that Air unit from the **AVAILABLE** box and place it where it is performing its Mission, marking it with a **Mission marker** as a reminder if desired.

After Dogfighting (20.0) and/or completing a Mission, return Air units to the **FLOWN** box (*Ready*) OR, if so instructed, to the **FLOWN** box (*Damaged*) or the **DESTROYED** box (*Damaged*).

During the **Air Return Step** at the end of the **Combat Phase**, the *targeted* player applies **Suppressed markers** from your successful **Airfields Attack Missions**.

AIR BASES ON THE MAP

Every friendly **City hex** not in an EZOC (5.0) is also an **Air Base** (*those are, broadly speaking, the centers of aircraft basing*). Each Air unit traces its Mission Range from any friendly Air Base. There is no limit as to how many of your Air units can trace their Mission Range from a single friendly Air Base on any given turn.

[18.1] AIRCRAFT RANGES: All Air units have a Range, shown as a letter in the lower-right corner. This Range is the distance from a friendly Air Base that Air unit can operate:

[S] Short Range: 6 hexes; cannot cross Theater Boundary Lines.

[M] Medium Range: 12 hexes; can cross Theater Boundary Lines.

[L] Long Range: Entire Theater or **18 hexes** when crossing Theater Boundary Lines.

[X] Extreme Range: Entire Theater or **36 hexes** when crossing Theater Boundary Lines.

[18.2] AIRCRAFT STACKING: On the Air Display mat, there is no stacking limit.

Aircraft operate on the map in **Packets** that consist of one or two Air units (both of which are flying together to the *same* location and conducting the *same* Mission).

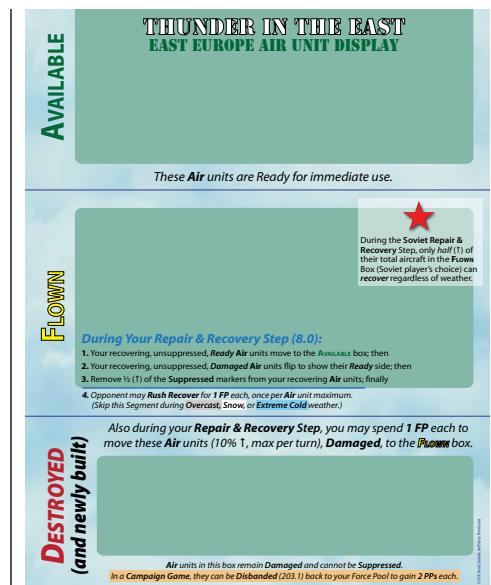
There are three types of Packets; they, and their stacking limit in a hex, are listed here:

Mission Packets: These are composed of up to **two** Air units fulfilling a **Strike**, **Bombing**, or **Transport** Mission. Up to **two** total Mission Packets can fly to the same hex *provided* they are doing different things there (e.g., one Packet might be conducting a *CAS Strike* while the other is *Bombing an enemy Supply City* in that same hex; *Interdicting two different target units* in that hex, etc.).

Escort Packets: These are composed of **one** Air unit (maximum) contributing its Air-to-Air Combat Strength to the defense of the Mission Packet it is escorting, and then counterattacking enemy interceptors. One Escort Packet may accompany **each** Mission Packet (so if there are two Mission Packets going to a hex, so too can there be two Escort Packets, one specifically escorting each Mission Packet).

Intercept Packets: These are composed of up to **two** Air units using their Air-to-Air Combat Strength to hinder enemy Mission Packets. One Intercept Packet can intercept **each** enemy Mission Packet (so if there are two Mission Packets going to a hex, so too can there be two Intercept Packets, one specifically intercepting each Mission Packet).

[18.3] TYPES OF MISSION PACKETS: There are different Packet types available depending on your level of play. In addition to those that follow, the Optional Rules provide Air Transport and additional Bombing Missions, and the Campaign Game rules add Strategic Bombing and Night Missions.

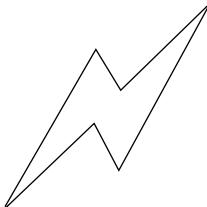


AIR MISSION MARKERS

When you fly your Air unit Packets onto the map, it can help you and your opponent to visualize their specific purposes if you place appropriate Air Mission (including **Night** and/or **½ Range x2**) markers on them. *While not required, we included these markers as they proved very useful for helping keep track of things.*



CAS Strike Mission marker



Close Support is symbolized by "bolts."

**TYPES OF AIR MISSIONS**

Air-to-Surface Mission Packets come in three basic varieties: **Strike**, **Bombing**, and **Transport** (104.0).

STRIKE MISSIONS (↗)

Strike Missions perform their **Air-to-Surface** attack using the bombing player's choice of *either* their colored **Strike Strength** (shown as one or two colored lightning bolts in their lower-left corner; e.g., **↗↗**, or **↖↖**) *OR* their **Bomb Strength** (show as a quantity of Bomb symbols, from $\frac{1}{2}$ to 2, in their upper-right corner), determined separately for each **Air** unit in that **Strike** Mission.

Using Strike Strength is prohibited in **Mud**, **Snow**, or **Overcast** weather (see 23.0), or to support a Battle where their side has **Partisan** units only (107.3).

Some Strike Missions can only use their Strike Strength, and cannot use their Bomb Strength.

CLOSE AIR SUPPORT ("CAS") STRIKE MISSION

The **Close Air Support (CAS)** is the most common *and* special **Air-to-Surface** Mission as it employs the custom **Support** dice to determine its variable effects.

[18.3.1] CLOSE AIR SUPPORT: This Strike Mission influences land Battles.

Air units with any color Strike Strength (only; Bomb Strength is never used for Close Support) can conduct an **offensive Support** Mission in support of their attacking **Ground** units within their Range.

Only **Air** units with **red** Strike Strength (**↗**) can conduct a **defensive Support** Mission within their Range in support of their defending **Ground** units during the **Opponent's Reaction Step** of the **Combat Phase** (and only the **red** Strike Strength provides support). *That is a very important distinction!*

Place **CAS Strike** Packets on the map in their assigned **Battle** hexes.

Resolving Mutual Close Support: When *both* sides have Support at a Battle, compare their total Strike Strengths (e.g., **↗** vs. **↗↗**). If they are equal, they cancel each other out and neither side receives any Support dice. If either side has more Strike Strength, the player with the advantage (i.e., the "**Advantaged**" player) receives their *difference* in Support dice at that Battle. These count as **red Strike** symbols (**↗**) if the Advantaged player brought any to the Battle that survived Air-to-Air combat.

Benefits of Close Support: When your side enjoys an advantage in Strike Strength contributed to a Battle, for *each point of your advantage up to three* (e.g., **↗↗↗** maximum) the **Attacker** rolls **one Support** die (in addition to the normal die generating the combat result) to determine the Battle's Support-adjusted final odds column shift(s). The effects of multiple **Support** dice at a Battle are cumulative; their specific result outcomes are as follows:

- Each **Blank** or **single Partial** Effect outcome has **No Effect** and contributes nothing.
- For each **Full** Effect outcome (defined below), *or* for each **pair of Partial** Effect outcomes (also defined below), the Advantaged player receives **one** favorable odds column shift applied before determining the result.
 - The two die faces showing *only* the red and white shift arrows (i.e., **↖↗**) are always **Full Effect**.
 - The die face showing the **Heavy** (i.e., Armor) symbol is **Full Effect** only if the Advantaged player has a **Heavy Ground** unit participating in that Battle; otherwise, it is **Partial Effect**.
 - The die face showing the **Red Strike Die** symbol is **Full Effect** only if the Advantaged player has at least one **Support Mission** unit (that was not *Aborted* or *Killed*) with a **red Strike** symbol (**↗**) in that Battle; otherwise, it is **Partial Effect**.
 - The die face showing the **Airplane** silhouette is **Full Effect** only if the Advantaged player has one or more *undamaged* **CAS Mission** units in that Battle – if so, the Advantaged player **must** immediately flip one (either, but *Vulnerable* if available) to its *Damaged* side; otherwise, it is **Partial Effect**.

OTHER AIR-TO-SURFACE ATTACKS PROCEDURE

[18.4] OTHER AIR-TO-SURFACE MISSIONS: Other Air-to-Surface Mission Packets use a standard 6-sided die and the following common procedure. Perform these **Strike** and **Bombing** Missions by computing their **Damage Value**, rolling a die, and comparing its result to that Damage Value.

[18.4.1] DETERMINING A MISSION'S DAMAGE VALUE (DV): Compute the **Air-to-Surface Damage Value (DV)** using the **Strike (✓)** or **Bomb (█)** Strengths, as appropriate, for each Air unit performing that Mission by following these Segments in order:

1. Double the Bomb (█) value for certain **Half-Range Bombing** Missions (103.0) *and then halve it (↓) for Non-Night Capable Bombers conducting a Night Mission (208.2.2).*
2. Sum the **Strike (✓)** and/or **Bomb (█)** Strengths of *both* Bombers in a two-Air unit Mission Packet;
3. Multiply that sum by that Mission's Target Type (i.e., **Soft** x3, **Average** x2, or **Hard** x1);
4. Round any fraction down (↓).

The result is that **Air-to-Surface** Mission's **Damage Value**. If the final **DV** is *less than 1*, that attack automatically **Fails**; if it is **6 or more**, consider it a **5** (the maximum, see below).

Halve the final DV (↑) in **Overcast**, **Mud**, **Snow**, and **Extreme Cold** weather. *Therefore, if you garner a 5 DV attack, it is only a 3 DV attack during Inclement weather.*

MISSIONS SUCCESS OR FAILURE

After computing the Mission's Damage Value, roll a die and compare its result to that **DV**:

- That Mission **Succeeds** if the result is *less than or equal to* that Mission's Damage Value; **Successful** Missions that inflict a variable quantity of **Hits** inflict a number of **Hits equal to** that die roll's result (e.g., a roll of █ inflicts **1 Hit**; a roll of ███ inflicts **2 Hits**, etc.).
- That Mission **Fails** (and **no Hits** are inflicted) if the result is *greater than* that Mission's Damage Value, or a ████.
- *A ████ always misses, regardless of that Mission's Damage Value.* If the weather is Hazardous (**Mud**, **Snow**, and **Extreme Cold**) apply a "D" (**Damaged**) result to one Mission Aircraft.

INTERDICTION STRIKE MISSION

[18.4.2] INTERDICTION: This **Strike** Mission hinders enemy **Ground** units.

Air units with a **Strike (✓)** or **Bomb (█)** Strength can conduct an **Interdiction** Mission within their Range.

Place each Interdiction Mission Packet on the map in the hex where the opponent's designated target unit is located.

Computing the Interdiction DV: The hardness of the target unit varies by its size. A Mission Air unit surviving Air-to-Air Combat has a **Target Type** multiplier of x3 (**Soft**) vs. a **Small**; x2 (**Average**) vs. a **Medium**; and x1 (**Hard**) vs. a **Large** size **Ground** unit.

Applying Interdiction Strike Damage: If Successful, place an **Interdiction** marker on the targeted enemy **Ground** unit.

Effects of Interdiction: An Interdicted unit cannot move during its **Special Movement** Step and its Attack Strength is *halved* when attacking during its **Resolve Land Battles** Step.

Removing Interdiction Strike Damage: During the **Regular Recovery & Reorganization** Step of your **Regular Movement** Phase, remove all **Interdiction** markers from your units and end their effects.

AIR MISSION TARGET TYPES

SOFT targets multiply the **DV x3**:

- **Small** unit Interdiction Strike
- Airfields Strike
- Logistics Bombing
- **Minor** Port Bombing

AVERAGE targets multiply the **DV x2**:

- **Medium** unit Interdiction Strike
- **Major** Port Bombing
- ✓ versus a **Naval** unit

HARD targets multiply the **DV x1**:

- **Large** unit Interdiction Strike
- **Naval Base** Bombing
- ✓ versus a **Naval** unit
- **Strategic Bombing** target



Interdiction Mission marker



Interdiction marker (successful Interdiction effect)

AIRFIELDS ATTACK STRIKE MISSION



Airfields Attack Mission marker



Suppression marker (successful Airfields Attack effect)

[18.4.3] AIRFIELDS ATTACK: This is a Mission to suppress enemy airfields and therefore hinder their planes “on the ground.”

Air units with a Strike () or Bomb () Strength can conduct an **Airfields Attack Strike Mission** (but note that Strike Strength is unusable in in **Mud**, **Snow**, or **Overcast** weather, per 23.0).

*When using a card (25.0) to conduct an **Air Offensive**, your **Fighters** may conduct this **Airfields Attack Missions** that turn as if they had **one** white Strike Strength () each, and your **Major Air** unit-exclusive **Airfields Attack Mission Packets** receive +1 DV (giving them a greater range to inflict more Hits).*

Place each **Airfields Attack Mission** Packet (and their **Escort** Packet, if any) on a *different*, on-map enemy Air Base within its Range.

Computing the Airfields Attack DV: Airfields are *Soft* targets. A Mission Air unit surviving Air-to-Air Combat has a **Target Type** multiplier of x3 (**Soft**).

Applying Airfields Attack Damage: If Successful, your opponent places 1 **Suppressed** marker per **Hit** achieved.

Suppression Procedure: The *targeted* player allocates inflicted **Suppressed** markers to their own **Air** units during the **Air Return Step** at the end of your **Combat Phase** as follows. If you were the targeted player, then:

- **First**, you must select from among your unsuppressed units in the **AVAILABLE** and **FLOWN** boxes. When suppressed, immediately move an **AVAILABLE** unit to the **FLOWN** box.
- **Second**, if all of the above are now suppressed, commence harming. First, the *owning* player flips their suppressed *Ready* **Air** units to suppressed *Damaged* **Air** units. When they are all currently suppressed *Damaged*, if there are still more **Suppressed** markers to place, then, second, he moves their suppressed *Damaged* **Air** units from the **FLOWN** box to the **DESTROYED** box and removes their **Suppressed** markers. (Only units in the **FLOWN** box can have **Suppressed** markers.)

Selection Priority: When selecting which of your specific **Air** units next suffers the ill effect of an **Airfields Attack Mission**, you **must** target a *different* **Air** unit **Model** (e.g., LaGG-5, Me-109F, etc.) than one just affected, if possible; *i.e.*, you cannot target the same **Model** **Air** unit “twice in a row” if you can help it.

Effects of Suppression: Essentially, **Suppressed** **Air** units take longer to rise back to the **AVAILABLE** box on the Air Display mat (see 8.0).

SUPPRESSION EXAMPLE

It is the second turn of the Barbarossa scenario. The Axis *Blitzkrieg!* card did not leave much left of the Red Air Force, but the Axis want to keep it from recovering and launch a couple of Airfields Attack Packets that deliver one 3 DV and one 5 (reduced from 6 for a x3 Stuka unit) DV strike. The Axis player rolls a and , respectively, for a total of 4 **Hits** and, during the **Air Return Step**, the Soviets player picks through the remains of their undestroyed **Air** units to place 4 **Suppression** markers on them.

The Soviet player places the first **Suppression** marker on a **FLOWN**, *Damaged* I-153 Fighter; the second one on a **FLOWN**, *Ready* I-16 Fighter, and their last surviving **Air** unit must be selected next, an **AVAILABLE**, *Ready* SB-2 which is not only tagged with a **Suppression** marker, but also moved to the **FLOWN** box.

Since there are **Suppression** markers waiting to be placed, they are used to damage *Ready* units. With one **Suppression** marker remaining, the Soviet player takes the suppressed, **FLOWN**, *Ready* I-16 Fighter and flips it to its *Damaged* side, and returns the last **Suppression** marker to the pool.

BOMBING MISSIONS (💣)

Bombing Missions perform their **Air-to-Surface** attack using only their Bomb Strengths (shown as a quantity of Bomb symbols, from $\frac{1}{2}$ to 2, in their upper-right corner).

LOGISTICS BOMBING MISSION

[18.4.4] BOMBING LOGISTICS: This **Bombing** Mission targets **Ground** units' supply and its faction's Rail Capacity.

Range: Air units with a Bomb (💣) Strength can conduct a **Logistics Bombing** Mission within their Range to target a functioning (i.e., having no **Countdown** marker), enemy-controlled **Supply City** hex or enemy **HQ** marker.

Computing Logistics Bombing DV: **Logistics** are *Soft* targets. Mission **Air** units surviving Air-to-Air Combat have a **Target Type** multiplier of x3 (*Soft*).

Applying Logistics Bombing Damage: If Successful, each **Hit** achieved places one **Out of Supply** marker and, if **two or more** **Hits** were achieved, consume the enemy's Rail Capacity Available for their next turn.

- **Cutting Front Line Supply:** The targeted player must place **one Out of Supply** marker **per Hit achieved** on **hexes** (affecting every unit *in* those hexes) containing that faction's supplied **Ground** units within the bombed target hex's Supply Radius; **if possible, these hexes must be in EZOCs**. When no eligible units remain to receive them, cease placing **Out of Supply** markers.
- **Rail Capacity:** If that Mission's **Hits** achieved are **two or more** (2+), then increase the target faction's **Rail Capacity Used This Turn** marker by **one** (but never higher than **one less than** its **Rail Capacity Available** marker; i.e., you cannot bomb away their last point of Rail Capacity Available). *The Rail Capacity Used This Turn marker resets during its owner's Recovery & Reorganization Step of their Regular Movement Phase.*



Logistics Bombing Mission marker



Rail Capacity Used marker

FIGHTER MISSIONS

ESCORT MISSION

[18.5] ESCORTS: These Packets (of only **one Air** unit, maximum, each) provide your Mission Packets protection from enemy Interceptors. Fly an Escort Packet when you anticipate Air-to-Air Combat at that hex (or wish to prevent it with your show of Escort Strength).

Any **Air** unit with an Air-to-Air Combat Strength can form an Escort Packet and fly within its Range.



Escort Mission marker



Intercept Mission marker

INTERCEPT MISSION

[18.6] INTERCEPTORS: You dispatch Intercept Packets (of up to **Two Air** units each) to harass enemy Mission Packets (and their Escort, if any) during your **Reaction** or **Interception** Step of a **Combat Phase**. Intercept Packets *cannot* intercept enemy Intercept Packets.

Where Intercept Packets fly, Air-to-Air Combat ensues. Any **Air** unit with an Air-to-Air Combat Strength can form an Intercept Packet and fly within its Range.

STRATEGY PAYS IN COMBAT

As you build and replace your units during your **OOB Step** and maneuver them during your **Special Movement Step**, you will be preparing and positioning your forces to conduct (hopefully) successful Battles during your **Combat Step**. The art of strategic planning is to position your forces in such a way that by the time the fighting is upon them, you have given them every advantage you could to ensure their success on the battlefield.

It is here where wargames like *Thunder in the East* shine. Your careful forethought preparing the battlefield should yield rewards and write the story of your victory (assuming average luck in Battle).

BATTLE MARKERS



Often, you will move your **Ground** units during the **Special Movement Step** in such a way as to carefully arrange your upcoming ground attacks.

To help you remember what initial Battle odds you have achieved, place the **Odds** markers on the map (pointing from the attacking hex to the defending hex).

If the battle includes a unit with an Untried Strength ("?"), use a "?:1" **Odds** marker.

You can also factor in the odds shifts for Attack Support, terrain, weather, card effects, etc. – everything but Close Air Support Missions (↗) should be discernable at this time.



Part G: Combat

[19.0] THE COMBAT PHASE

During your **Combat Phase**, Air units will Dogfight, Strike, and Bomb targets, **Partisan Detachments** “throw their bombs” (107.2.1), and afterward your **Ground** units conduct Battles against enemy **Ground** units. When completed, **Air** units return to the Air Display mat receiving any Airfields Attack Bombing (18.4.3) suppressions inflicted on them during this Phase.

Your **Combat Phase** has six Steps, as follows:

- Your **Battles Declaration Step**
- *Your Opponent's Reaction Step*
- Your **Interception Step**
- The **Air Combat Step**
- Your **Ground Battles Step**
- The **Air Return Step**

PREPARATION BEFORE COMBAT

[19.1] YOUR BATTLE DECLARATIONS STEP: On your turn, you are the Attacking player (or “**Attacker**”) and your opponent is the Defending player (or “**Defender**”). You begin your **Ground Combat Phase** by declaring *all* of your Battles – that is, you must declare in advance which enemy units you will be attacking and exactly which of your own units are doing so (*remembering the per hexside attacking limit; 11.5*), and if an **HQ** marker is supporting them (*with a single Broad Front shift, unless you declare that HQ is providing a Narrow Front double shift; 10.3.1*). Use the **Odds** markers to help you remember how you arranged your attacks. *You cannot change your mind by adding or canceling declared Battle commitments as the outcome of your attacks becomes known!*

Once Only: A single friendly **Ground** unit can *attack* (excluding Overruns, which are a part of Movement, see 17.0) only once per friendly **Ground Combat Step**. Likewise, a single enemy **Ground** unit can only be *attacked* once per friendly **Ground Combat Step**.

Note and declare all your Air Missions (except Intercept Missions); assign a **Mission** marker to each of your Mission Packets on the map.

Partisan Attack Declaration: Also note and declare your **Partisan Detachment** “bomb throwing” attacks at this time (107.2); these should be obvious from their repositioning to their target enemy-controlled **City** hexes during their **Special Movement Step** and the addition of a garish **Partisan Attack!** marker there as a visual reminder.



[19.2] YOUR OPPONENT'S REACTION STEP: The Non-phasing player may commit:

- **Intercept** Packets (18.5) vs. your Missions to initiate Dogfights (20.0).
- **Flak** markers (208.4).
- **Defensive CAS** Missions (18.3.1) and their **Escort** Packets (18.5) to your declared Battles (19.1).

[19.3] YOUR INTERCEPTION STEP: If your opponent flew any *Defensive CAS* Missions (18.3.1), you can fly **Intercept** Packets (18.6) against them to initiate Dogfights (20.0).

RESOLVING COMBAT

[19.4] THE AIR COMBAT STEP: *Non-CAS/non-Paradrop* Strike and Bombing Missions' Dogfights (20.0) and Flak (208.4.3) are resolved, with the Phasing player choosing their order. As *non-CAS/non-Paradrop* Mission Air units complete their on-map Missions, return them to the **FLOWN** box as instructed (20.0).

[19.5] YOUR GROUND BATTLES STEP: Resolve *all* your declared Battles (19.1) in whatever order you desire (per 21.0), completing one before commencing the next.

RESETTING AFTER COMBAT

[19.6] THE AIR RETURN STEP: It is time to put the Air units away until next turn.

- Tidy up any Air units still on the map: return each to the **FLOWN** box (*Ready*) OR, if so instructed, in the **FLOWN** box (*Damaged*) or the **DESTROYED** box (*Damaged*).
- If you conducted any successful **Airfields Attack** Missions this turn, your opponent now places the **Suppressed** markers that were generated.

LOOK! A DISTRACTION!

During WWII, many “coordinated offensives” did not work. In *Thunder in the East*, for example, the great Soviet counteroffensives that trapped the **German 6th Army** at **Stalingrad** (Operation Uranus) was launched in coordination with attacks in the Caucasus (Operation Saturn) and against the **German's Army Group Center** (Operation Mars).

In game terms, the Soviet player declared many Battles (19.1) for these various offensives, but not all were successful. Operation Mars, in this case, merely served as a distraction for the main event, Operation Uranus.



DOGFIGHT SEQUENCE EXAMPLE

A ground Battle is brewing as the Axis prepare to attack Kharkov, and here come the Air units!

AXIS SPECIAL MOVEMENT STEP

The CAS Packet consists of two Bomber units, while the Escort Packet has the one Fighter unit (its maximum); together, they defend as a single Mission Group.

OPPONENT'S REACTION STEP

Intercepting the Axis' CAS Mission Group are two Fighter units.



Flying Defensive CAS is a Packet of one Bomber unit; note that the Il-2 Fighter-Bomber cannot fly this Mission, as it requires a red Strike symbol. Instead, it is lending its (weak, but better-than-nothing) Air-to-Air Strength as the Escort Packet.

AXIS INTERCEPTION STEP

The Axis held this Fighter unit for just such a contingency, and uses it to Intercept the Soviets' Defensive CAS Mission Group.

Continued on the next column.

[20.0] AIR-TO-AIR COMBAT ("DOGFIGHTS")

Air-to-Air Combat only takes place when an Intercept Packet moves to where an enemy Mission Packet is located, thus initiating an **Air Battle**. When this occurs, the Intercept Packet *attacks* that Mission Packet and its *Escort* (an Escorted Mission Packet is a single target in Air-to-Air Combat called the **Mission Group**).

Should the Mission Group's Escort Packet survive the Intercept Packet's air attack, *then* those surviving Escort counterattacks the Intercept Packet. *Unescorted* Mission Packets **never** counterattack Interceptors. After this single round of Dogfighting, the entirety of an Air Battle is finished.

DOGFIGHT SETUP PROCEDURE

One-on-One: Although a hex might have multiple different Packets of Air units present, Dogfighting involves only *two* entities: a Mission Packet (or, if Escorted, a Mission Group), and the Intercept Packet attacking it.

We are One: Intercept Packets attack as a single entity. Mission Packets or Groups defend as a single entity when attacked. A surviving Escort Packet can target *either or both (combined)* Air units when counterattacking an Intercept Packet.

1. Intercept Packets always attack the Mission Packet (or, if Escorted, the Mission Group) first. Thus, the Intercept Attack is resolved and inflicts any losses on the targeted Mission Packet/Group *before* its Escort gets a chance to return fire.

Add together *all* of the defending Air units' Air-to-Air Combat Strengths in that Mission Packet/Group. Note that when operating as an *Escort* or *Mission* Packet, **Fighter-Bomber** Air units always contribute their Air-to-Air Strength *when defending* in a Dogfight.

2. If the Escort Packet from a Mission Group survives (i.e., it was neither Aborted nor Killed during #1, above), it then "returns fire" and attacks the Intercept Packet – *either or both (combined)* Air units can be targeted as desired. Use the Dogfight Sequence (below) and substitute the words "Escort" for "Intercept" and vice-versa.

Note that **Fighter-Bomber** Air units assigned to the *Mission* Packet do **not** return fire!

My Turn First: If both sides have Intercept Packets in the same hex attacking enemy Mission Packets (*typically when one side is conducting an offensive CAS Mission and the other reacted with a defensive CAS Mission*), the Dogfight targeting the Mission Packet/Group belonging to the Phasing player is conducted first (i.e., the *offensive* CAS Mission is the first target and, if Escorted, fires back), followed by the Dogfight involving the Non-Phasing player's (*defensive*) Mission Packet/Group.

DOGFIGHT SEQUENCE

Air Battles are resolved one at a time, in any order the Phasing player desires. For each Air Battle, perform the following Dogfight Sequence:

1. Total the **Intercept** Packet's Air-to-Air Strength.
2. Subtract the target Packet's total Air-to-Air Strength, summing *all* of the defending Air units' Air-to-Air Combat Strengths (its Escort plus any Fighter-Bombers' Strength in the Mission Packet).
 - An **Air** unit with no Air-to-Air Strength = **0**.
 - **Vulnerable** targets contribute **-1** Strength *each* when **defending**.
 - **Tough** targets contribute **+1** Strength *each* when **defending**.
3. Subtract the Target's net Strength value from the Interceptors' and locate the proper differential column on the Dogfight Table. Treat differentials that are *less than* **-2** as **-2**; and treat differentials *greater than* **+5** as **+5**.
4. The Intercepting player rolls the die and consults the Dogfight Results Table.
5. Apply the Combat Result to your affected Air units: **Damaged** Aircraft complete their Missions *before* applying those results. **Killed** and **Aborted** Air units do *not* complete their Missions; apply their results immediately.

[20.1] DOGFIGHT RESULTS: Apply only the first result if there is only *one* Air unit in the target Packet. If there are two or more Air units in the target Group, only two of them are affected.

Dogfight results are as follows, and occur *before* Mission Air units complete their Mission:

NO EFFECT: That Air unit is unaffected. *After* completing its Mission, place it, *Ready*, in the **FLOWN** Box.

DAMAGED: That Air unit suffers but presses on. Flip it over to show its *Damaged* side. *After* completing its Mission, place it, *Damaged*, in the **FLOWN** Box.

ABORTED: That Air unit suffers and immediately leaves before its destruction. *Immediately* place it, *Damaged*, in the **DESTROYED** box.

KILLED: That Air unit suffers its immediate destruction. *Immediately* place it, *Damaged*, in the **DESTROYED** box.

DOGFIGHT RESULTS TABLE								
COMBAT	-2	-1	0	+1	+2	+3	+4	+5
DIFFERENTIAL: or less	or more							
1	—	—	—	D	D	A	DA	
2	—	—	—	D	D	A	DA	AA
3	—	—	D	D	A	DA	DA	K
4	—	D	D	A	DA	DA	K	KA
5	D	D	A	DA	DA	K	KA	KA
6	D	DA	DA	K	K	KA	KA	KA

[20.2] SELECTING LOSSES: The *owning* player determines which of their Air units in an Air Battle suffer adverse combat results, subject to the following selection restrictions:

Take Them in Order: When there are *more* results than target Air units, apply the Dogfight results in the order given. When there are more Air units than results, the excess Air units suffer No Effect.

Aircraft Type Priority: When a Mission Group takes losses, as a first priority you must inflict *at least one* adverse result on a *Mission Air* unit **before** inflicting any on an *Escort* Air unit.

Aircraft Vulnerability Priority: As a second priority, if there is a choice, you must inflict *at least one* adverse result on a *Vulnerable* Air unit **before** inflicting any on a *non-Vulnerable* Air unit.

[20.3] RETURNING FIRE: Should an Escort Packet survive the Intercept Packet's attack, *then* any surviving Escort counterattacks the Intercept Packet (unescorted Mission Packets do **not** counterattack enemy Interceptors). Follow the Dogfight Sequence, substituting the words "Escort" for "Intercept" and vice-versa.

WHY DON'T BOMBERS SHOOT BACK AT ENEMY FIGHTERS?

It is true that the role of machine guns on Bombers was to sweep enemy Fighters from the sky. However, soon after the war broke out, everyone quickly learned that fantasy was not coming true!

In *ETO*, the practical effect of Bomber machine guns is to force Fighters to exercise more discretion (thus making it harder to knock those Bombers down). We show this by rating Bombers with lots of machine guns as **Tough**, those with fewer but still sufficient machine guns as having no rating, and those with inadequate defenses as **Vulnerable**. If we had Bombers take a "parting shot" at intercepting Fighters, it would add a lot more die rolls for very little effect; consequently we have neatly abstracted it thus in the game.

DOGFIGHT SEQUENCE EXAMPLE

(CONTINUED)

LET THE DOGFIGHTS BEGIN!

The Phasing (Axis) Mission Group is resolved first. The Interceptors have a combined Air-to-Air Strength of **4** minus the Mission Group's combined strength of **1** (**2 - 1** Vulnerable symbol on the **Ju-87 Stuka**) for a Differential of **+3** on the Dogfight Results Table. A roll of **■** Aborts one Air unit from the Mission Group, and the Axis player must choose a **Mission Air** unit (i.e., one that is Striking or Bombing), and a Vulnerable one at that! Therefore, the **Stuka** unit is flipped to show its *Damaged* side and immediately returned to the **FLOWN** box before it can Strike.

Returning fire and choosing to target *both* Interceptors, the Axis Escort's strength is **2** minus the Soviet Interceptors' **4** (**4 + 1** Tough symbol - **1** Vulnerable symbol) for a **-2** Differential. A lucky roll of **■■** inflicts a *Damaged* result; the Soviet player must *Damage* the **MiG-3** (because it is Vulnerable) and, since both Soviet Interceptors and the Axis Escort **PZL-P.11** Fighter unit have done their duty, they are all placed in the **FLOWN** box (joining the **Stuka** unit already there).

Now the Non-Phasing (Soviet) Mission Group is resolved. The Interceptor has a Strength of **3** minus the Mission Group's combined strength of **0** (**1 - 1** Vulnerable symbols) for a Differential of **+3** on the Dogfight Results Table. A roll of **■■■** Damages one Air unit and Aborts another from the Mission Group. The **Mission Air** unit (i.e., the **Su-2 Ground Attack Bomber**) must suffer the *first* listed result and will thus contribute its **CAS** die before returning to the **FLOWN** box (*Damaged*) after the ground Battle. The **Il-2 Fighter** Aborts immediately (*Damaged*) to the **FLOWN** box (joining the many others now piling up there) before it can "return fire" against the **Bf-109F** Interceptor.

The German **He-111** Bomber unit and the (*Damaged*) Soviet **Su-2 Ground Attack Bomber** linger in the hex waiting to contribute their Strike Strength to the ensuing Battle of Kharkov. Since each side is bringing one CAS "die" to the battle, their effects cancel each other out, so both can return to the **FLOWN** box (the **He-111 Ready**, the **Su-2 Damaged**).

BASIC COMBAT ODDS EXAMPLE

At a Battle, the Attacker musters **15 total Attack Strength Points** versus a Defending hex with the indicated total Defense Strength, the initial Battle odds would be:

vs. 16 = 1:2 odds	vs. 7 = 2:1 odds
vs. 11 = 1:1 odds	vs. 4 = 3:1 odds
vs. 10 = 3:2 odds	

[21.0] CONDUCTING GROUND COMBAT

The main event in *Thunder in the East* is ground combat. The battles between the **Ground** units on the map show the ebb and flow of military events in stark territorial and attritional terms. Battle outcomes, and their aftermaths of retreat, advance, and conquest, are where you see your plans unfolding.

During your **Ground Battles Step**, your **Ground** units may attack adjacent enemy **Ground** units. Attacking is completely voluntary; there is no compulsion for units to attack.

Note that, overall, the Ground Combat Results Table favors attacking, so even when your side is on the strategic defensive you should seek to make well-placed attacks of your own to hammer overextended enemy units or create traps and pockets of your own devising to thwart advancing enemy **Ground** units.

A **Battle** is an attack following the Battle Sequence (below) against *a single* enemy-occupied hex (the **Battle hex**) by the attacking player's designated units adjacent to it making that attack.

Ground Combat Step: Resolve your Battles, one at a time, in any order you desire (per the Battle Sequence, below). For each Battle, follow this Battle Sequence. Complete one Battle before starting the next.

Conduct your next declared Battle still awaiting resolution. When all of your declared Battles are resolved, your **Ground Combat Step** is over.

HALF ATTACK STRENGTH

Various things cause a unit's Attack Strength to be halved. A unit with its Attack Strength halved twice cannot attack (*nor, for that matter, would it have enough strength to conduct an Overrun to meet the 10 Attack Strength point minimum requirement*).

Hindered: **Ground** units that are Out of Supply and/or Interdicted have their Attack Strength halved for each of these conditions.

Terrain: Various terrain effects halve a unit's Attack Strength.

- All units attacking across a **Major River**, **Strait**, or **Ice Strait** are halved.
- All **non-Mountain** units attacking a **Mountain** hex are halved.
- All **Heavy** units attacking a **Swamp** (which is pretty much everywhere during **Mud** weather) or **Hard City** hex are halved.

THE BATTLE SEQUENCE**1. Determine Attacker's Strength:**

Total the Combat Strength of all the **Attacking Ground** units in that Battle, taking weather, terrain, and other effects into account (i.e., **Swamps**, **Mountains**, **Major Rivers**, Out of Supply, Interdicted, etc.).

- **Units halved twice cannot attack.**
- Reveal this Battle's **Attacking unrevealed** unit(s) at this time.

2. Determine Defender's Strength;

Initial Battle Odds: Divide that total by the Combat Strength of the Defending unit(s).

- Reveal this Battle's **Defending unrevealed** unit(s) at this time.

Drop any remainder (i.e., fractions) to get one of the odds levels (typically shown on the **Ground Combat Results Table**, but "invisible" odds columns higher or lower than those shown do apply at this time). This yields the **initial Battle odds**.

3. Determine the Initial Net Odds Shifts:

Shift the initial Battle odds column for all influences from Terrain Effects (e.g., Forest, Swamp, River, etc.), HQ marker Attack Bonus, card effects, etc. Again, "invisible" odds columns higher or lower than those shown on the **Combat Results Table** can be achieved.

4. Determine Support Dice and Paradrop Mission Final Shifts:

Apply these final ground combat shifts (18.3.1 and 105.1), if any, to obtain the **Final Battle Odds**. If the Final Battle Odds is less than **1:2**, that attack is cancelled (No Effect); if it is greater than **8:1**, resolve that Attack on the **8:1+** column.

5. Ground Combat Air Missions

Return: Return that Battle's CAS and **Paradrop Mission** Air units to the **FLOWN** box showing their current sides (either *Ready* or *Damaged*, depending of the results of any Dogfighting).

6. Determine the Combat Result:

Cross-index the Attacker's die roll with the Final Battle Odds column on the **Ground Combat Results Table** to obtain the Combat Result.

When there are two Combat Results, use the **Clement** (top-left), yellow-shaded result when attacking into an **Open** hex and the defender has no terrain benefits during **Clear** or **Overcast** weather (only); otherwise, use the **Inclement** (bottom-right) brown-shaded result (see 21.2).

7. Apply Combat Result: Apply that Combat Result (per 21.5).**8. Advance After Combat:**

If no units remain in the **Battle** hex (i.e., they have all been eliminated or forced to Retreat), the Attacker may immediately move **one** **Ground** unit that attacked it into the **Battle** hex per 21.9.

(**Exceptions:** A **Stalemate** prohibits advance, while a **Breakthrough** allows more than one unit to advance.)

Conduct your next declared Battle still awaiting resolution. When all of your declared Battles are resolved, your **Ground Combat Step** is over.

[21.1] STACKING EFFECTS: Stacking works differently for Attacking and Defending units.

Attacking units: Only *one Major* (i.e., **Large** or **Medium** size) **Ground** unit can Attack through each hexside. In addition, *one Minor* (**Small** size) unit can Attack through that same hexside as a **Major** unit. Alternately, up to *two Minor* units can attack through a single hexside. *That is, while more than one unit can occupy the same hex, only two Minor units, or one Major and one Minor unit, can attack across each hexside they are stacked in.*

A unit's Strength is indivisible. A single unit cannot Attack two different **Battle** hexes, nor can it divide its Attack Strength between multiple Attacks during your **Ground Combat Step**.

Defending units: You must Attack the total, combined Combat Strength of all Defending units together in the **Battle** hex.

[21.2] WEATHER AND TERRAIN EFFECTS ON COMBAT: These effects are **cumulative**; use all that apply:

- **Split Results:** When two Combat Results appear, use the **Clement** (top-left), yellow-shaded result when attacking only if both of these apply: **1**) during **Clear** or **Overcast** weather; **AND 2**) into a hex where the Defender has received no terrain and/or **Defense** marker benefits (e.g., column shifts, halving); otherwise, use the **Inclement** (bottom-right) brown-shaded result.
- In **Mud** weather, treat defending terrain as **Swamp** except for **Mountain** hexes.
- In **Extreme Cold** weather, **Minor River** and **Ice Strait** hexsides are frozen and have no combat effect.
- If the **Battle** hex is a **Forest**, **Hill**, **Swamp**, **Mountain**, or **Hard City** hex, reduce the odds **one** column ($\leftarrow 1$; e.g., a 4:1 Attack becomes a 3:1, a 3:2 Attack becomes 1:1, etc.).
- If the **Battle** hex has an **Improved Defense** marker, reduce the odds **one** column ($\leftarrow 1$).
- If the **Battle** hex has a **Fortified Defense** marker, reduce the odds **two** columns ($\leftarrow 2$).
- If *every* Attacking unit is across a **River** or **Strait** hexside from the **Battle** hex (*regardless of a Rail Line running through it*), reduce the odds **one** column ($\leftarrow 1$).
- If the **Battle** hex is a **Swamp** or **Hard City** hex, halve (=) **Attacking Heavy** units only. *This is in addition to the odds column shift!*
- If the **Battle** hex is a **Mountain**, halve (=) the Combat Strengths of **all** Attacking non-**Mountain** units. *This is in addition to the odds column shift!*
- Halve (=) the Strength of all **Ground** units attacking across a **Major River** or **Strait** hexside.

Any **Ground** unit that is **halved twice** (e.g., a **Heavy Ground** unit Attacking into a **Swamp** hex while Out of Supply, or an Unsupplied and Interdicted Ground unit, etc.) **cannot** Attack.

[21.3] HQ MARKERS AND SUPPLY EFFECTS: These conditions also affect ground combat thus:

- **Unsupplied** (a.k.a. In Communication) **Ground** units use their normal Defense Strength, but their Attack Strengths are **halved** (=).
- **Isolated Ground** units use their normal Defense Strength, but they **cannot** Attack.
- **An HQ marker in Attack mode** providing its Attack Bonus (to a **Supplied Attacking Ground** unit in that Battle) increases the odds by one ($1\leftrightarrow$) or perhaps two ($2\leftrightarrow$) columns (see 10.3.1).

[21.4] CLOSE AIR SUPPORT: CAS Air units (\times) surviving any Dogfight in the **Battle** hex contribute their effect(s; see 18.3.1).

Side views of allowable units attacking through a single hexside:

**SPLIT RESULTS**

When two Combat Results appear, use the **Clement** (top-left), yellow-shaded result when attacking only if both of these apply:

1. During **Clement** (i.e., **Clear** or **Overcast** weather; **and**
2. Into a hex where the Defender has received no terrain and/or **Defense** marker benefits.

Otherwise, use the **Inclement** (bottom-right) result.

EXTREME SHIFTING!

You **can** achieve columns that go beyond the highest or lowest on the Combat Results Tables *before* column shifts are applied; e.g., an **11-1** attack with a net $\leftarrow 1$ is a **10:1** (truncated to an **8:1**) attack or a **1:4** attack with a net $3\leftrightarrow$ is a legitimate **1:1** attack, etc.

THE HAMMER

A **Strategic HQ** marker in **Attack mode** provides either **one double shift** ($2\leftrightarrow$) Attack Bonus or an **unlimited** number of **single shift** ($1\leftrightarrow$) Attack Bonuses. Be sure to declare at which Battle "The Hammer" ($2\leftrightarrow$) will fall if using it!

GROUND COMBAT RESULTS TABLE

COMBAT ODDS:	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	8:1
AL	AL	AL	NE	DP	AP	ST	DP	DR	DL	DL
AL	AL	NE	AP	ST	DP	DR	DR	DL	DE	
AL	NE	AP	ST	DP	DR	EX	DL	DE	DE	
NE	AP	ST	DP	DR	EX	DL	DL	DE	BT	DE
AP	ST	DP	DR	EX	DL	DL	DE	BT	DE	BT
DP	DP	DR	EX	DL	DL	BT	DE	BT	BT	BT

COMBAT CONSIDERATIONS

There are many Attacker and/or Defender decisions inherent in applying Battle results.

Which player chooses the step loss? In an **Exchange** result, for example, both sides suffer a step loss *chosen by the enemy*. In a **Stalemate**, both sides choose their own step loss.

Which player conducts the Defending units' Retreat? The Defender does so to a hex that is most advantageous for keeping the Attacking units bottled up during their ensuing Movement Phase, while the Attacker Retreats the Defending units in such a way as to open opportunities for exploitation or, at the very least, to hinder the Retreated units' options during their owner's ensuing player's turn.

The **Attacker** and **Defender Pressed** results allow that player to consider the question: how much is it worth to take/hold the **Battle** hex? That is, an **Attacker Pressed** allows the Attacking player to choose to take a step loss and *clear* the **Battle** hex by Retreating the enemy units from it – or just ignore them and accept a No Effect result.

Similarly, a **Defender Pressed** result allows the Defending player to choose to take a step loss to *hold* the **Battle** hex or just Retreat away (presumably without losses; if there would be losses from Retreating into EZOCs, most players would just hold the **Battle** hex at all costs).

NO RETREAT!

Hardened Garrison units die last and never Retreat.

[21.5] COMBAT RESULTS: These ground combat outcomes can occur:

AL = ATTACKER LOSS: Reduce *one* Attacking unit (*Attacker's choice*) **1** step.

AP = ATTACKER PRESSED: The Attacking player must choose one of the following outcomes:

1. *One* Attacking unit (*Attacker's choice*) is reduced **1** step, all Defending units are Retreated *two* hexes (by the *Defending player*), and then *one* Attacking unit may Advance After Combat into the **Battle** hex; *OR*
2. No effect (nothing happens).

DP = DEFENDER PRESSED: The *Defending player* must choose one of the following outcomes:

1. *All* Defending units are Retreated *two* hexes (by the *Defending player*) and then *one* Attacking unit may Advance After Combat into the **Battle** hex; *OR*
2. Reduce *one* Defending unit (*Defender's choice*) **1** step; *there is no Retreat or Advance After Combat even if hexes are left vacant*.

NE = NO EFFECT: Nothing happens; no units are reduced or Retreat.

ST = STALEMATE: *One* Defending unit

(*Defender's choice*) is reduced **1** step, and then *one* Attacking unit (*Attacker's choice*) is reduced **1** step. No units Retreat and, in this case, there is no Advance After Combat *even if no Defending unit remains in the Battle hex*.

EX = EXCHANGE: *One* Defending unit

(*Attacker's choice*) is reduced **1** step, and then *all* Defending units are Retreated *two* hexes (by the *Defending player*); next, reduce *one* Attacking unit (*Defender's choice*) by **1** step; finally, *one* surviving Attacking unit may Advance After Combat.

DR = DEFENDER RETREAT: *All* Defending units are Retreated *two* hexes (by the *Attacking player*); then *one* Attacking unit may Advance After Combat.

DL = DEFENDER LOSS: *One* Defending unit is reduced **1** step (*Attacker's choice*); next, *all* Defending units Retreat *two* hexes (by the *Attacking player*); finally, *one* Attacking unit may then Advance After Combat.

DE = DEFENDER ELIMINATED: Eliminate *all* Defending units; *one* Attacking unit may then Advance After Combat.

BT = BREAKTHROUGH: Eliminate *all*

Defending units. Attacking units may then Advance After Combat *up to the stacking limit*; then any **Motorized** units (i.e., those with a white Movement Allowance) may Advance After Combat *one additional hex* from there.

[21.6] TAKING A STEP LOSS: When instructed to reduce a unit by **1** step, do the following:

- Flip a full-strength multi-step unit to show its reduced-strength (striped) side.
- Place a reduced-strength (striped) **Small** or **Medium** size unit in its Force Pool or Holding box on its Faction Display mat, as appropriate. *This is called a **Last Stand** Elimination.*

Note: If an on-map **Medium [Corps XXX] Ground** unit with a **Medal** icon in its upper-right corner is eliminated, replace it on the map with a **Corps Remnant** unit of the same type (e.g., **Leg**, **Motorized**, or **Heavy**), if one is available in the Corps Remnant Holding box or Force Pool.

- Involuntarily break down a reduced-strength (striped) **Large** multi-step (i.e., **Army** size) units as shown on its Faction Display mat. **Raised Soviet** Armies revert to a **?-4 Rifle Infantry** Corps as their final step. **Assembled** Armies are replaced by their *weakest* full-strength component **Corps** unit; placing that **Army** unit in its Change box and then move its *eliminated component* **Corps** unit(s) from the Change box to the Force Pool. *See the Break Down Example in the sidebar on the next page and see rule 12.7.*

Hardened Garrison units cannot suffer a step loss (regardless of which player is choosing) until and unless they are the *only* step in their hex that can be lost. *Hardened Garrisons must always "die last."*

If a unit is Eliminated without taking a step loss (e.g., **DE** and **BT** results, Overrun, failure to Retreat two hexes), that unit is **Shattered** and all of its component parts are removed from the map. Apply Involuntary Break Down rules to Armies and **Soviet Cav-Mech Groups**. Such Elimination of a Corps with a **Medal** icon (or Armies with a remnant Corps that has a **Medal** icon) will permit the player to move a **Corps Remnant** unit from its Holding box to the Force Pool (12.7).

[21.7] RETREATING: When instructed to Retreat, move **Ground** units exactly **two** hexes (not into or across prohibited terrain) by the indicated player within the following restrictions:

- They must remain stacked and end their Retreat a **full two** hexes from the Battle (i.e., they cannot be Retreated in such a way that they double back and end up only one hex away from the battle).

Exception: They *can* end up adjacent to their original hex if: A) no other retreat route is available, and B) their final hex is separated from the Battle hex by an Impassable hexside (e.g., **Peak**, **Lake**, **All-Sea**, etc.).

- Retreat the unit(s) **two** hexes without passing through prohibited or enemy-occupied hexes.

If more than one such Retreat route is available, you must use this priority order:

- 1) Not ending the Retreat overstacked (11.0) or in another still-designated Battle hex;
- 2) Into *no* EZOCs and ending closer to the nearest friendly supply source;
- 3) Into *no* EZOCs;
- 4) Into EZOCs of **Light** units *only*;
- 5) Into EZOCs that include **Heavy** units.

- **Retreating the Distance:** Eliminate any units that cannot Retreat the required full two hexes.

- **Garrison Infantry** units forced to Retreat are Eliminated instead.

- **Hardened Garrison** units never Retreat and remain, defiantly (even if alone), in the Battle hex.

Retreating into EZOCs: A unit or stack Retreating into a hex in an EZOC loses **one** step. *Not* each individual unit in a Retreating stack; just one step loss from among that Retreating stack. This is in addition to any other step loss sustained from that Battle's combat result. So, if the first hex Retreated is through an EZOC, and the second-and-final hex Retreated into is also in an EZOC, that Retreating unit or stack will suffer **two** (additional) step losses, one for each occasion.

Exception: When assessing the above penalty, Retreating **Heavy** units (only) may ignore the EZOCs of enemy **Light** units (only). If an enemy **Heavy** unit retreats into the EZOC of an *unrevealed Soviet Mechanized Corps*, immediately reveal it to determine if it is a **Heavy** or **Light** unit for the purposes of applying this exception. See the sidebar note.

[21.8] ABANDONED POSITIONS: Immediately return to the stock a hex's **♦1 Improved Defense** marker, if it has one, when that hex suffers a step loss or Retreat during an Overrun or Ground Combat.

[21.9] ADVANCE AFTER COMBAT: Usually, when no Defending units remain in the **Battle** hex because they have all been eliminated (except due to a **Stalemate** or **Defender Pressed** step loss result) or forced to Retreat (which **Hardened Garrison** units *never* do), a *single* Attacking **Ground** unit has the option to immediately move into the just-vacated **Battle** hex; this is a special, now-or-never opportunity called "**Advance After Combat**".

Advance After Combat is not Movement, per se; Advancing units spend no Movement Points.

Break Down Before Advance: Note that the unit performing Advance After Combat (only; not units that participated but did *not* exercise the option to Advance) *may* voluntarily break down first (per 12.6) if it has its required break down components available in the Change box. *A single unit is still all that can Advance, however!*

Breakthrough Advance: When the Attacker achieves a **Breakthrough (BT)** result, a number of Attacking units *up to the Stacking Limit* (11.1) may Advance After Combat into the **Battle** hex and, afterward, any **Motorized** units that just Advanced may do so again one additional hex (which can be Overrun per 17.0).

HQ Dissolution: Advance After Combat causes an **HQ** marker in that hex to involuntarily dissolve and award the opponent Booty (see 10.2.2).

RETREATING EXCEPTION: HEAVY UNITS

The ability of Retreating **Heavy** units to ignore **Light** units' EZOCs means, for instance, that many **German Heavy** units will Retreat unscathed from Battles where they would pay dearly were it otherwise. Cunning Soviet traps to surround overextended advancing German panzers and punish them by forcing them to Retreat through Soviet ZOCs will not be enough without **Heavy** ZOCs among the attackers.

This is a conundrum for the Soviets, as their Medium size **Heavy** units are few and dwindling in number at the outset of the war. Since only **Major** (i.e., Medium and Large size) **Heavy** units, and not the **Minor Heavy** units that immediately replace them (i.e., **Soviet Tank Corps**), have Zones of Control, when the Soviets make this transition is a matter of consequence for this very reason.

WHITHER RETREATING UNITS?

Although the rules for Retreat are constant, each player will exploit them differently when it is their turn to Retreat Defending units, leaving them in the most/least desirable hex for themselves/their opponent.



BREAK DOWN EXAMPLE

A defending **German Infantry Army** unit, reduced to its 3-step 8-3 side, suffers a step loss. As illustrated in the Axis Change box, you must place that the **8-3 Infantry** Army in the Axis Change box and replace it on the map with its (weakest) component **4-6-4 Corps** unit from the Change box, and then move its eliminated component **6-4 Infantry** Corps unit from the Change box to the Force Pool (per 12.1) *without forming a Corps Remnant unit* (if it would normally do so).



EXAMPLE: Lwow Falls!

Historically, Lwow falls to the Axis on the first turn (June IV, 1941). At that time, the Axis player places a **-4 Countdown** marker there.



During the June IV Soviet Supply Step of June IV (when Axis supply lines are checked), Lwow is not a part of the Axis' supply network.

During the July I Axis Repair & Recovery Step, this marker is flipped to show its **-3 Countdown** side. During the July I Soviet Supply Step, it is still not a part of the Axis' supply network; during the Axis' July II Repair & Recovery Step, a **-2 Countdown** marker replaces it.

During the Axis' July III Repair & Recovery Step it is flipped to show its **-1 Countdown** side. Finally, on the Axis July IV Repair & Recovery Step, it is removed from the map and Lwow is at last a functioning, 6-hex radius Axis supply source for the July IV Soviet Supply Step!

☒ OVERRUN WEATHER

OVERRUNS (17.0) are only permitted during Clear and Overcast weather.

You cannot conduct OVERRUNS during Mud, Extreme Cold, and Snow turns.

Part H: Big Ideas, Part 2

[22.0] CAPTURING OBJECTIVES

At any time during your Movement Phases, or as a result of Advance After Combat, when your **Ground** unit captures an enemy **Objective City** hex (4.2), the resource(s) at that City hex are affected thus:

- **Air Bases:** You can immediately use a captured **City** hex as an Air Base (18.0).
- **Supply Cities:** When you capture a **Supply City**, immediately place a **-4 Countdown** marker on it to denote that it does not yet function as a supply source (i.e., project a 6-hex Supply Radius). It will not function as a full, 6-hex radius supply source again until completely repaired (see 8.0, #1).
- **Anchorages:** When you capture a **Major Port** or **Naval Base**, immediately place a **Countdown** marker on it to denote that it is only functioning as a **Minor Port**. Captured **Naval Bases** require two turns to mend (i.e., they receive a **-2 Countdown** marker). Captured **Major Ports** follow the same procedure as **Supply Cities** for their repair (i.e., they receive a **-4 Countdown** marker). Captured **Minor Ports** are immediately available for use.
- **Personnel, Factory, Oil Field, and Capital:** These **Objective City** hexes only matter when playing a Campaign Game (see 207.0).

Repair Procedure: During your **Repair & Recovery Step** (8.0), improve the **Countdown** markers in play on your units and markers to indicate that each is now one digit closer to 0 (where they are immediately removed and returned to the stock); e.g., a **-4 Countdown** marker improves to a **-3 Countdown** marker this turn.

[23.0] WEATHER EFFECTS

Weather is determined on a Week-by-Week (i.e., turn-by-turn) basis, according to the Monthly weather tables on the **Game Turn** mat, during the **Housekeeping** Phase (24.0).

Each possible weather type has its own color on the **Terrain Effects** chart: **Clear** (ivory), **Overcast** (light gray), **Mud** (brown), **Extreme Cold** (blue), and **Snow** (white), and has these effects:

CLEMENT WEATHER

[23.1] CLEAR: Fair weather with dry ground and acceptable atmospheric conditions.

- **Combat Results:** When there are two Combat Results, use the **Clement** (top-left), yellow-shaded result when attacking into a hex where the Defender has no *terrain* benefits; otherwise, use the **Inclement** (bottom-right) brown-shaded result.

CLEMENT WEATHER (ON THE GROUND); INCLEMENT WEATHER (IN THE AIR)

[23.2] OVERCAST: Represents persistent heavy cloud cover and fog.

- **Air Recovery:** During the **Axis Repair & Recovery Step**, only **half** (↑) of their recovering aircraft do so. Opponents **cannot** spend FPs to Rush Recover.
- **Air Missions:** Aircraft cannot conduct **Transport** Missions except for **Air Supply** (104.3). **Bombing** $\frac{1}{2}$ DV (↑).
- **On Strike:** **Strike** Strengths (i.e., all ✕'s) are unusable in this weather.
- **Combat Results:** When there are two Combat Results, use the **Clement** (top-left), yellow-shaded result when attacking into a hex where the Defender has no *terrain* benefits; otherwise, use the **Inclement** (bottom-right) brown-shaded result.

INCLEMENT WEATHER

[23.3] **MUD:** *The result of rapidly melting snow in the spring or heavy autumn rains.*

- Supply:** OLoCs (7.1) cannot be traced into or through **Mountain** hexes except along **Rail/Roads**.
- Movement:** Reduce all overland moves in **both Movement Phases** to **1 hex per Phase** (excluding Rail Movement, which is normal). Movement *Allowances* are unchanged. **Overruns** are prohibited.
- Air Recovery:** During the **Axis Repair & Recovery Step**, only **half (↑)** of their recovering **Short Range [S]** aircraft do so (per 8.2). Other, aircraft ([M], [L], and [X]) recover normally.
- Air Missions:** Aircraft cannot conduct **Transport Missions** except for **Air Supply** (104.3). **Bombing ½ DV (↑)** and **Hazardous** (18.4.1).
- On Strike:** **Strike Strengths** (i.e., all **↗**'s) are unusable in this weather.
- Combat:** HQs are **Stressed**. Treat all **non-Mountain** defending terrain as **Swamp**.
- Combat Results:** When there are two Combat Results, use the **Inclement** (bottom-right) brown-shaded result.

[23.4] **EXTREME COLD:** *Often a precursor to snowfall, this has other impacts on military operations.*

- Supply:** OLoCs (7.1) cannot be traced into or through **Mountain** hexes except along **Rail/Roads**.
- Movement:** It costs **two (2)** Movement Points to enter **non-Mountain** terrain. *Units can still use Road Movement through non-Mountain terrain hexes. Overruns are prohibited.*
- Naval:** Amphibious landings are prohibited.
- Air Recovery:** During the **Axis Repair & Recovery Step**, only **half (↑)** of their recovering aircraft do so. Opponents **cannot** spend FPs to Rush Recover.
- Air Missions:** **Bombing/Strike ½ DV (↑)** and **Hazardous** (18.4.1).
- Combat:** All **Minor River** hexsides in the East Europe Theater freeze over and therefore have **no effect**.
- Combat Results:** When there are two Combat Results, use the **Inclement** (bottom-right) brown-shaded result.
- Frostbite:** During the **Typhoon scenario** (and when playing the **December 1941 and January 1942 Months** during a Campaign Game), apply that scenario's special Frostbite rule on Extreme Cold weather turns.

[23.5] **SNOW:** *Intense snowfall, often accompanied by deep accumulations of snow on the ground.*

- Supply:** OLoCs (7.1) cannot be traced into or through **Mountain** hexes except along **Rail/Roads**.
- Movement:** It costs **two (2)** Movement Points to enter **non-Mountain** terrain. *Units can still use Road Movement through non-Mountain terrain hexes. Overruns are prohibited.*
- Naval:** Amphibious landings are prohibited.
- Air Recovery:** During the **Axis Repair & Recovery Step**, only **half (↑)** of their recovering aircraft do so. Opponents **cannot** spend FPs to Rush Recover.
- Air Missions:** Aircraft cannot conduct **Transport Missions** except for **Air Supply** (104.3). **Bombing ½ DV (↑)** and **Hazardous** (18.4.1).
- On Strike:** **Strike Strengths** (i.e., all **↗**'s) are unusable in this weather.
- Combat Results:** When there are two Combat Results, use the **Inclement** (bottom-right) brown-shaded result.

[23.6] **WINTER:** *During the Months of January, February, and March:*

- Ice Straits:** Their movement and combat effects change during Winter (see Terrain Effects chart).
- Winter Ice:** Naval Transport and Fleet Movement (106.0) are prohibited.

[23.7] **WEATHER LINES:** When **Ground** units move across the **Mid-East Theater Boundary** line, apply the weather effects for both the hex they are exiting *and* entering. When determining which weather occurs along *hexsides* between Theaters experiencing different weather, apply the most severe weather effect. At Battles, each involved unit's hex location determines the weather affecting it. Only the weather in **East Europe** affects Air Recovery (8.2).

ABOUT FROSTBITE

IN COMBAT

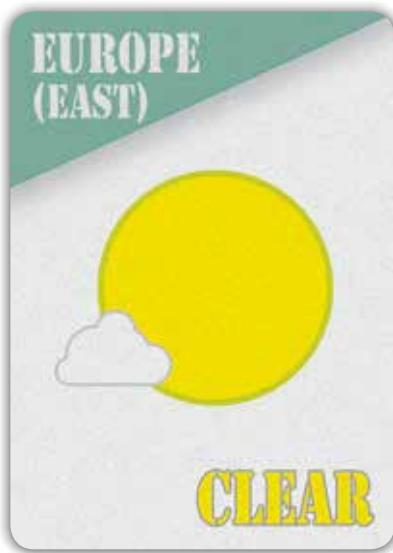
When the Germans invaded the Soviet Union, they famously prepared for a relatively short *Blitzkrieg* campaign. Transport assets intended to bring forward materiel for a prolonged campaign (i.e., winter clothing, cold weather lubricants, extreme weather anti-freeze, etc.) were pressed instead to keep the assault troops well supplied with food, ammunition, and fuel.

Even as it became clear that the war in Russia would continue into the winter, the decision to keep pushing supplies for the offensive forward in hopes that one last push might finally take Moscow (and therefore "win the war") became the stuff of history.

Faced with one of the coldest winters in decades, tens of thousands of German soldiers froze to death or fell victim to severe frostbite during that terrible first winter from December 1941 to January 1942. When the campaign extended into its *second* winter, the Germans had learned their lesson and their troops were better prepared to deal with the extreme cold that Russia is famous for.

COUNTING THE WEEKS

Note that Spring and Summer Months have **four** Weekly turns each; Autumn Months have **three** Weekly turns each, and Winter Months have only **two** Weekly Turns each (but see Optional Rule 101.0).

**Part I: Prepare Next Game Turn**

After completing the **Soviet Regular Movement** Phase, players must perform certain housekeeping matters to prepare for the next Game Turn.

[24.0] THE HOUSEKEEPING PHASE

At the conclusion of the **Soviet Player Turn** (i.e., after *both* players have conducted their Player Turn for that Game Turn), perform the **Housekeeping Phase**.

[24.1] GAME TURN STEP: Advance the **Weekly Game Turn** marker.

- **Season Start Phase:** If you are playing a Campaign Game and a new **Season** has commenced, conduct the Season Start Phase before launching into the next Game Turn.

- **On the First Week of Each Month:** Note any Monthly reinforcements, withdrawals, and substitutions as noted on the top of the Faction mats. Selecting a card (or cards), building/replacing **Specialist** units, and **Soviet Guards** promotions, also occur on a **Month's** first **Week's OOB** Steps.

- **Weather Step:** The **Soviet** player rolls for next turn's weather in each Theater.

[24.2] WEATHER STEP: Weather effects are determined on a turn-by-turn basis. The Soviet player determines the next Game Turn's weather in each Theater, making a separate die roll on each Theater's Weather Table.

As a reminder of the weather's location and effects, place the corresponding **Weather** card somewhere conspicuous in that Theater where it is not an immediate obstacle to play.

Part J: Event Cards

The **Event** card system in *Thunder in the East* represents political, territorial, and economic adjustments occurring outside the scope of the game's core systems.

[25.0] EVENT CARDS

Each faction has an **Event Deck** of cards (i.e., those available for selection). Place selected cards in that faction's **Hand** (selected cards ready to play). There are three "sizes" of events: **Large**, **Medium** (as with **Ground** units, these two sizes together are "**Major**"), and **Small** (or "**Minor**") events; these sizes affect when/how many **Event** cards to select and how much space they take up from the Hand Size limit.

[25.1] SETUP: The scenario listing will indicate the status of your faction's cards, either: Removed from play; Set Aside or Discarded (i.e., not available for selection); in your Deck (i.e., available for selection); or in Hand (ready to play).

[25.2] CARD SELECTION RATE: During your **OOB** Step's **Event Card(s)** Segment of the *first* Week of the *first* Month of a Season, you may select **1 Major** or up to **2 Minor** Event cards and add them to your hand. Other *first* Weeks of a Month, you may select **1 Medium** OR up to **2 Minor** Event cards (*i.e., you can only select a Large Event card on the first Month of each Season*).

[25.3] PRECONDITIONS: You cannot play a card's event if you do not meet its precondition (indicated on that card by underlined text).

[25.4] HAND SIZE LIMIT: Your Hand Size limit is the same as the **Ground** unit stacking limit (11.1); that is: a maximum of **3 total cards**; a maximum of **1 Large** Event; and a maximum of **2 Major** Events.

Therefore, a hand's **maximum (3) Size Limit** can look like this: **1 Large + 1 Medium + 1 Small Event card**; **OR 1 Large + 2 Small Event cards**; **OR 2 Medium + 1 Small Event card**; **OR 1 Medium + 2 Small Event cards**; **OR 3 Small Event cards**.

Hand "Overstacking": When your hand is overstacked, you have until the end of that (**Logistics**) Phase to play cards to reduce it down to the Hand Size limit. If it still exceeds this limit at that time, you must return to your Event Deck your choice of excess cards.

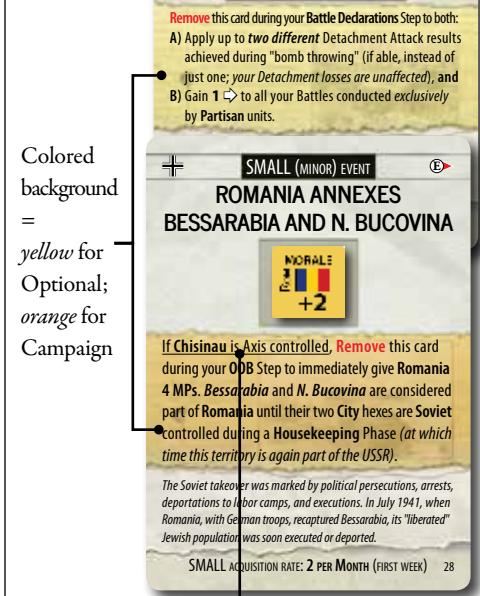
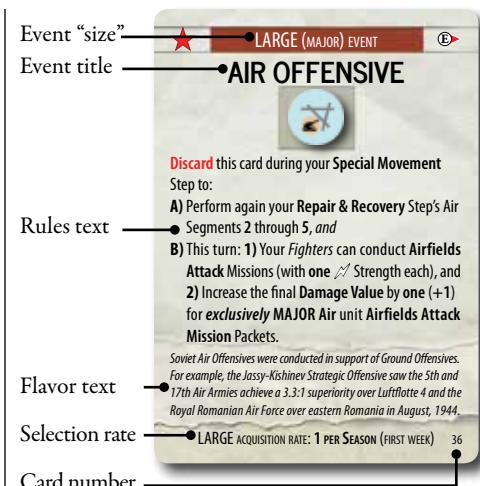
[25.5] PLAYING EVENT CARDS: You may play any or all of the cards in your hand that you desire as explained on that card. (*Cards played concurrently can combine their effects.*) Each card instructs **when** in the Sequence of Play it can be used, **where** it is placed after use, its **RP** cost to implement (if any), and what its specific gameplay effects are. **Card rules text supersedes all other rules text.**

Used Card Dealer: After use, that card will indicate how it is disposed per these key words:

- **Remove** from play completely; return this card to the box. *That is, they are never reusable.*
- **Discard** into a separate **Discard Pile**; this card returns to the Deck each New Year's (Winter) **Season Start** Phase when playing a Campaign Game (201.0), or year-ending **Housekeeping** Phase (i.e., after December III) when playing a scenario. *That is, they are reusable annually.*
- **Set Aside** into a separate **Set Aside Pile**; this card returns to the Deck each **Season Start** Phase when playing a Campaign Game (201.0), or season-ending **Housekeeping** Phase (e.g., after December III or June IV) when playing a scenario. *That is, they are reusable seasonally.*

Accounting: Cards that add **Resource Point (RP)** directly to your pool do so *before* calculating your **OOB** Step's spending level for **PPs** and **EPs** (see 9.2).

Duration: Unless otherwise specified, that event's effects are *temporary* (lasting only on the turn, and often only during the Step, in which it was played).



Prerequisite text is underlined.

HISTORIC BLITZKRIEGS

Historic examples of a **Sneak Attack** are the invasions of the **Low Countries** in 1940 and of the **Soviet Union** in 1941, which is how *Thunder in the East* begins.

Historic examples of **Major Offensives** are **Case Blue** (1942), **Kursk** (Citadel, 1943), and the **Battle of the Bulge** (1944).



THE BLITZKRIEG DECISION

For the Axis player, the **Blitzkrieg!** card begins many scenarios as the logical first play of the first Axis Player Turn. That is, at the beginning of the Barbarossa scenario, the **Sneak Attack** bonus is what made the German Blitzkrieg so devastating and caused Hitler to remark that when it was launched "...the world will hold its breath."

Similarly, the major Offensives during the summer of 1942 (Case Blue) and 1943 (Operation Citadel) were both greatly enabled by using the Axis **Blitzkrieg!** card on their first turn. It is a mighty card that greatly assists that turn's endeavors.

In other scenarios, the **Blitzkrieg!** card is not available, setting up in the Discard Pile.

When playing a Campaign Game, the Axis player has flexibility about the timing of this killer card, and also the choice about forgoing a Blitzkrieg attack at all and choosing a card that provides more *defensive* benefits. Employing cards thus is "counter-factual," but this makes it an interesting "what if?" to explore.

[26.0] BLITZKRIEG CARD

The **Blitzkrieg!** Event card has a strong benefit for Axis on offense.

[26.1] BLITZKRIEG TYPES: A **Sneak Attack** occurs only when the Axis player uses the **Blitzkrieg!** card and invades a neutral nation that turn.

A **Major Offensive** occurs when the Axis player uses the **Blitzkrieg!** card but does not invade a neutral nation that turn.

SNEAK ATTACKS (OPERATION BARBAROSSA)

[26.2] SNEAK ATTACKS: The following applies on the turn the Axis conducts a **Sneak Attack** using the **Blitzkrieg!** card (*historically, this was the first turn of the Barbarossa scenario*):

Stockpiles: During the **OOB** Step, the Axis receives *two* free **Offensive Points (+2 OPs)** in the Theater where the Sneak Attack occurs.

Political Restriction: **Non-German Ground** units cannot enter (or Overrun, Attack, or extend their ZOCs into) the territory of the victim nation during the **Sneak Attack** Game Turn. They *can* contribute their **Air** and **Naval** units during a Sneak Attack, but not their **Ground** units.

Scope: The benefits of a **Sneak Attack** apply to **German Ground** units within the Supply Radius of *all German HQ* markers in **Attack** mode within the Sneak Attack Theater:

- **Initiative:** In their **Special Movement** Step, these **German Ground** units can move their *full* Movement Allowance (including **Mounted** and **Leg** units that begin the **Ground Movement** Step in an EZOC).
- **Infiltration:** In their **Special Movement** Step, these supplied **German Motorized Ground** units ignore all EZOCs in the *first* EZOC hex they enter.
- **Ferocity:** In their **Ground Battles** Step, **Ground** combat against the victim nation within the printed range of HQ markers involved in that Sneak Attack **also receive one** (additional) white Strike symbol (↗).
- **Impetus:** In their **Ground Battles** Step, treat affected **German** units' Advance After Combat option as a **Breakthrough** instead. That is, the **German** units can advance *up to the stacking limit*; then any **Motorized** units (i.e., those with a white Movement Allowance) may Advance After Combat *one additional* hex from there.
- **Exploitation:** During their **Standard Movement** Step, these **German** units ignore *all* terrain movement cost penalties (i.e., it costs only **1** Movement Point to enter non-prohibited terrain) in the territory of the victim nation **and** ignore *all* ZOCs of the victim nation's units — this *includes* for Overruns. *Watch out; here they come!*
- **Shock:** Skip the **Opponent's Reaction Movement** Step for the victim nation during a **German Sneak Attack**.

Surprise Air Raids: This turn: 1) Axis Fighters in that Theater can conduct **Airfields Attack** Missions; 2) Each **Major Air** unit conducting an **Airfields Attack** Mission automatically causes **2 Hits** and each **Minor Air** unit causes **1 Hit**; and 3) For every **Hit** achieved, the **Axis** player freely places any one of the victim nation's **Air** units in the **DESTROYED** box, **Damaged** (instead of suppressing it).

Supply Bonus: During your opponent's **Supply** Step on the enemy turn immediately following the **Sneak Attack**, **German** units ignore the victim nation's EZOCs for purposes of tracing an **LoC**.

Muted Reaction: During your **Sneak Attack**, your opponent cannot fly **Air** Missions or play a card until the next **Axis** Player Turn.

MAJOR OFFENSIVES (CASE BLUE AND OPERATION CITADEL)

[26.3] MAJOR OFFENSIVES: The following applies on the turn the Axis conduct a **Major Offensive** using the *Blitzkrieg!* card (*historically, this commenced the Case Blue and Operation Citadel scenarios*):

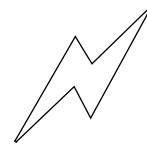
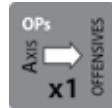
Stockpiles: During the OOB Step, the Axis receives *one* free **Offensive Point** (+1 OP) in the Theater where the Major Attack occurs.

Scope: The benefits of a **Major Offensive** are limited to **Axis Ground** units within the Supply Radius of a single **German HQ** marker that is in **Attack** mode.

- **Initiative:** In their **Special Movement** Phase, these **Axis Ground** units can move their *full* Movement Allowance (including Mounted and Leg units that begin the **Ground Movement** Step in an EZOC).
- **Infiltration:** In their **Special Movement** Step, these supplied **German Motorized Ground** units ignore all EZOCs in the *first* EZOC hex they enter.
- **Ferocity:** In their **Ground Battles** Step, **Ground** combat within the printed range of the **HQ** marker involved in that Major Offensive also receive *one* (additional) white Strike symbol (↗).
- **Impetus:** In their **Ground Battles** Step, treat affected **German** units' Advance After Combat option as a **Breakthrough** instead. That is, the **German** units can advance *up to the stacking limit*; then any **Motorized** units (i.e., those with a white Movement Allowance) may Advance After Combat *one additional hex* from there.

Air Raids: This turn:

1. Axis Fighters in that Theater can conduct **Airfields Attack** Missions (with one ↗ strength each);
2. Increase the final Damage Value by *one* (+1) for **Major Air** unit-exclusive **Airfields Attack** Mission Packets.



Part K: Miscellaneous

Thunder in the East features certain special unit types with unique capabilities as detailed here.

[27.0] SPECIAL CAPABILITIES



[27.1] GARRISON INFANTRY AND HARDEDNED GARRISON UNITS: Garrison Infantry units cost only $\frac{1}{2}$ RP each. They have only a Defense Strength (in parenthesis or brackets) and **no** Attack Strength. They are **Minor** units, counting as such for stacking and having no ZOC, but you can have no more than **one** (total) of these unit types in a hex.

Placement: When purchased with Replacements, place **Garrison Infantry** units, within the stacking limit (11.1), in a supplied (7.0): **A** City hex; or **B** Coastal hex; or **C** Land hex that is also *adjacent* to another supplied **Garrison Infantry** unit (*allowing you to “build a line” from it*).

Garrison Infantry Strategic Movement: Instead of a Movement Allowance, **Garrison Infantry** units have a Railroad track symbol. This means that they *cannot* be moved overland by paying Movement Points to enter adjacent hexes, but they *can* be moved *strategically* (only) via Rail Movement, Naval Transport, and Air Transport. When flipped to show their **Hardened** side via card play, they lose this ability and cannot move at all.



No Retreat: Hardened Garrison (and Partisan Division, see 107.3) units have an “N/R” notation above their unit symbol. This means that they *always* and *must* ignore any combat result requiring them to Retreat. They *are* subject to results producing step losses (e.g., Exchange, Elimination, etc.), but must be **the last step eliminated for their side**. Other units stacked with them must Retreat normally even as these units remain in the **Battle** hex preventing the enemy’s Advance After Combat or Breakthrough (21.9) there. *But beware of an Overrun during the enemy’s Regular Movement Phase!*

Regular (unhardened) Garrisons that must Retreat are Eliminated instead (21.7).

No Isolation: The supply drums in the upper-right corner of **Hardened Garrison** units means that they are immune to supply effects, and so cannot be eliminated by an Isolation attrition die roll.



[27.2] DEFENSE MARKERS: Improved Defense and Fortified Defense markers are “stack free” (because they are markers, but note that they *are* limited to only *one*, total, per hex). These markers provide units defending in that hex a \blacktriangleleft 1 or \blacktriangleleft 2 defensive terrain shift bonus in Ground Combat, respectively, cumulative with other defensive terrain benefits. Remove those benefiting your opponent during your **Logistics** Phase if “Abandoned” (per 7.6). Immediately remove them when their hex is occupied exclusively by enemy units.

[27.3] MOUNTAIN TROOPS: Units with a **Mountain** designation (a small triangle) in their unit symbol only pay 2 Movement Points to enter a **Mountain** hex (instead of 3). Do not halve these units when attacking into a **Mountain** hex, but their attack suffers the \blacktriangleleft 1 column **Mountain** terrain shift. In addition, **Mountain Division** units are **Air Mobile** (see 104.1).

[27.4] CORPS REMNANTS: German Corps Remnant units are *Korpsgruppen* (abbreviated KG above their unit type symbol). The Italian Mountain Corps unit forms a *Raggruppamento* (RG) remnant, and the Soviet Guards Rifle Infantry and Guard Mechanized Corps units form *Bolevaya Gruppa* (BG) remnants. Functionally, all **Corps Remnant** units work the same way except German Corps Remnant units also have the “free replacement” option (9.3.4).

A **Corps Remnant** in the Force Pool (due to 12.7) may be built for $\frac{1}{2}$ RP per 9.3.3. **Corps Remnants** cannot be built from the Corps Remnant Holding box.

When removed from play for any reason, do not place **Corps Remnant** units in the Force Pool. Instead, place them in the Corps Remnant Holding box on their Faction Display mat.

Section II: Optional Rules

[100.0] INTRODUCTION

This section of **Optional Rules** provides variations for play, increasing the realism of the game's simulation, but at a cost of necessary rules weight. They cover useful systems and mechanics that are not broadly applicable to every scenario, but are very much a part of the *Frank Chadwick's ETO* series games' system. These rules include Theater Reserves, Naval, and related Air Missions.

We recommend using all of the **Optional Rules** when playing a Campaign Game.

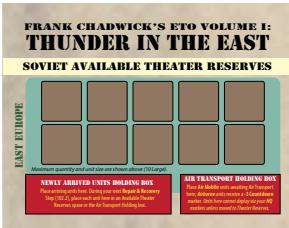
RULE: ABOUT BOUNDARIES

The Arctic Theater: This area is out of play in *Thunder in the East*. Do not go there.

"Big" East Europe: Normally, Theaters manage their own Resource Points, Air units, and Reserves. In *Thunder in the East*, however, we have combined these **Mid-East** Theater aspects into the **East Europe** Theater. All RP, Air Recovery, and Theater Reserve functions use the **East Europe** mats.

The Mid-East Theater: There are two things that are unique to the **Mid-East** Theater: it maintains its own weather and, in the Winter, its own calendar.

Out of Bounds: The maps for this game link up to others in the system. Because of that, in *Thunder in the East*, the following areas are out of play: **Sweden, Finland, Bulgaria, Yugoslavia/Croatia, and Albania**.



HOW DO THEATER RESERVES HELP ME AND HINDER MY OPPONENT?

With an **HQ** marker in **Attack** mode, releasing Theater Reserves during your **Special Movement** Phase can help you "magically" deploy extra units that are crucial for the success of your main attack. When released during your **Standard Movement** Phase, they can exploit any breakthroughs you achieve during your **Combat** Phase and support your advances by being deployed to help cover their flanks to make them secure from enemy counterattacks.

With an **HQ** marker in **Balanced** mode, although you can only release, at most, a single unit from each at the end of your opponent's **Combat** Phase, that unit can plug a critical hole that your opponent just opened and help keep things from falling apart. Alternately, you could release it to block exploiting enemies from capturing unguarded positions in your rear or even helping to protect your **HQ** marker itself should it come to that!

Part L: Theaters

[101.0] THEATER "TIME ZONE" BOUNDARIES

Thunder in the East has three Theaters: the **Arctic**, **East Europe**, and the **Mid-East** (which also includes the Black Sea and the Caucasus regions). The Theater Boundary Lines are at the very top of the map for the **Arctic**, and near the southern edge of the map to separate **East Europe** (above) from the **Mid-East** (below that line). These Theater Boundaries demarcate their own **Weather Zones** and have other specific gameplay effects recapped in the sidebar article here.

ASYNCHRONOUS GAME TURNS

Inter-Theater Time Zones: During Winter, the **East Europe** Theater has only **two** Weekly (*actually 15-day*) turns while the **Mid-East** Theater has **three** Weekly (*actually 10-day*) turns each Month. To make the time zones synch up during these Winter Months, use this procedure:

Synchronizing Your Calendar: Play concurrent Game Turns in *both* Theaters until the **East Europe** Theater has exhausted both of its Weekly turns for that Month. Then the **Mid-East** Theater has its third Weekly turn alone: there is no Air Recovery that turn as that is a function of the "frozen in time" **East Europe** Theater, and **no units from the Mid-East Theater can move into, nor make Ground attacks in, the East Europe Theater** (as that Theater has already completed its activities for that Month).

[102.0] THEATER RESERVES

Headquarter markers are the gateway for **Ground** units to enter and leave the abstract Theater Reserve. The timely arrival of these reserve units can greatly impact events on the ground!

[102.1] WHO IS IN: The number and size of the spaces on a Faction's **Theater Reserve** mat indicates the quantity and size limits of **Ground** units there. Thus, the **Soviets** have a **Theater Reserve Stacking Limit** of up to **ten** units, all of which can be any size (**Small**, **Medium**, or **Large**), as **Available Theater Reserve Ground** units in **East Europe** (which also includes the **Mid-East** when playing *Thunder in the East*). The **Axis** has a **Theater Reserve Stacking Limit** of up to **eight** units, *none* of which can be **Large** (i.e., **Medium** or **Small** units only) as **Available Theater Reserve Ground** units.

[102.1.1] UNIT ORGANIZATION: Units can add Replacements to (9.6), build up (12.5), and break down (12.6) in the Theater Reserve. Like the Stacking Limit in a hex (11.3), you apply the above Theater Reserve Stacking Limit at the **end** of each Phase, so if you break units down and overcrowd your Theater Reserve mat, take care of it promptly!

[102.1.2] ADDING GROUND UNITS TO YOUR THEATER RESERVE: You can add or Improve (per 9.5) **Ground** units to your Theater Reserve *only* if you have a functioning (i.e., having no **Countdown** marker) **Strategic HQ** marker in that Theater and in **Balanced** mode:

- You can place **Reinforcements** and **Rebuilt** Replacement units directly into your Theater Reserve's Newly Arrived Units Holding box (including ally nation units).
- You can place your on-map **Ground** units into your Theater Reserve's Newly Arrived Units Holding box by moving them to your functioning (i.e., having no **Countdown** marker) **Strategic HQ** marker in **Balanced** mode and having that **Ground** unit either Rail Move to, or spend one additional (+1) Movement Point in, that hex. This prohibits units from entering the Theater Reserve at an **HQ** marker during **Mud** turns and when moving via the "One Hex Regardless" rule (14.0, last sentence), unless they begin that **Movement** Step stacked with the **HQ** marker or used **Rail Movement**.

READYING THEATER RESERVES

[102.2] READY? SET?: During the **Theater Reserve** Segment of your **Repair & Recovery** Step, you may make your **Ground** units in Reserve ready for deployment by moving them *from* your Newly Arrived This Turn box *to* either empty Theater Reserve spaces (if available) *or* the Air Transport Holding box (placing a -3 Countdown marker on **Airborne** units when they reach this box, as they must refit before they can paradrop).

DEPLOYING THEATER RESERVES

[102.3] WHO IS OUT: When you are able to deploy units from your Theater Reserve, and *how many* you can deploy at that time, depends on the mode of the **Strategic HQ** marker (10.0) releasing them. Theater Reserve units are in supply when newly-deployed.

- **Attack Mode:** Each of your **Strategic HQ** markers in **Attack** mode can commit as many units as desired from your Theater Reserve during each of your Movement Steps.
- **Balanced Mode:** Each of your **Strategic HQ** markers in **Balanced** mode (functioning or not) can commit one unit from your Theater Reserve during your Reaction Movement Step of your opponent's Regular Movement Phase.
- **Operational HQ** markers are **not** conduits for reserves; **Ground** units cannot enter or exit the Theater Reserve through Operational HQs!
- **Just in Case:** You can also place Theater Reserves as Reinforcements, if desired (per 9.0).

[102.4] WHERE TO: To deploy a **Theater Reserve Ground** unit via your **Strategic HQ** marker, place it on the map at that in-communication **HQ** marker's hex. From there, it may immediately conduct a *Regular Move* (per 16.3, regardless of when it was committed) to reach its placement hex. Once placed, play continues; when placed during a friendly **Movement** Step by an **HQ** marker in **Attack** mode that unit can still move *if it did not deploy into an EZOC!*

RESERVE MAT MOVEMENT

The **Newly Arrived Units** and **Air Transport** Holding boxes are *separate* areas. Only the Theater Reserves have a stacking limit.

During either **Movement** Phase, units enter the **Newly Arrived Units** Holding box from the map, Theater Reserves, and/or the **Air Transport** Holding box. Units cannot move directly between Theater Reserves and Air Transport Holding box.



A Soviet **Strategic HQ** marker in: **Attack** mode (*left*) and **Balanced** mode (*right*).

HALF RANGE BOMBER EXAMPLE

If the Axis player wanted to fly their **Do-17 Bomber** unit on a **Bombing Mission**, it cannot contribute its Bomb Strength against a **Hard (x1)** target unless that Mission is flown at half-range (doubling its $\frac{1}{2}$ strength up to a usable value of **1 full Bomb Strength**).

If the Soviet player wanted to fly their **Pe-8 Heavy Bomber** unit at half-range, it would have a Bomb Strength of **4!**

**Part M: Air Transportation****[103.0] HALF-RANGE, DOUBLE BOMBLOAD**

Certain Bombers can double their Bomb Strength when flying Bombing Missions at half range.

HALF RANGE BOMBING BONUS

Only two types of Air units qualify to have their **Bomb** (█) Strength doubled at half range. *They cannot receive this benefit when flying from the Air Reserve (208.3).*

1. Air units that have a Bomb Strength of only $\frac{1}{2}$, or
2. **Heavy Bombers** units (i.e., **Large Air units**).

No other types of Air units receive this benefit when flying at half range!

Half Range is:

- For [M]edium-range Air units, within **6** hexes of a friendly Air Base.
- For [L]ong-range Air units, within **9** hexes of a friendly Air Base.
- For E[X]treme-range Air units, within **18** hexes of a friendly Air Base.

[104.0] AIR TRANSPORT MISSIONS

Air Transport Missions deliver cargo (such as troops and supplies) via Transport capable Air units. Air units cannot fly Air Transport Missions (with **Ground** units) in **Mud**, **Snow**, or **Overcast** weather. **Air Supply** Missions can be FLOWN in **Inclement** weather.

Any Air unit with a **Cargo** symbol can conduct an Air Transport Mission.

Stacking: As Mission Packets, these are composed of up to **two** Air units fulfilling that **Transport** Mission. Up to **two** total Mission Packets can fly to the same hex provided they are doing different things there (e.g., one Packet might be conducting a *Paradrop* while the other is dropping supplies in that same hex).

AIR TRANSPORT MISSION

[104.1] AIR TRANSPORT CAPACITY AND DESTINATION: Each Air unit with an **Air Cargo** symbol can conduct an **Air Transport** Mission to move **one Air Supply** marker *OR* **one Garrison Ground** unit in your **Theater Reserve** or a friendly Air Base *OR* **one Small Air Mobile** (i.e., **Airborne** or **Mountain**) **Ground** unit in your **Theater Reserve** or functioning (i.e., without a **Countdown** marker on it) in your Air Transport Holding box. Place each **Air Transport** unit, together with its assigned cargo, in the target hex where its cargo is landing. The target hex must be within range of the **Garrison** unit's Air Base or within range of any Air Base for other cargo.

[104.2] AIR TRANSPORT: After air landing an **Air Mobile** unit at a friendly Air Base during your **Combat Phase**, it has not “dropped” (so an **Airborne** unit is *not* in **Airdrop** mode). It can therefore move normally during the your ensuing **Regular Movement Phase**.

AIRDROP SUPPLY MISSION

[104.3] AIR SUPPLY: Airdropped Supply markers are a short-duration logistical enhancement.

Establishing Air Supply: If a **Transport Air** unit completes its Mission, place its **Air Supply** marker in its target hex showing it has a **0 Supply Radius**. *There is no additional benefit if two Transport Air units complete the Mission together.*

Effect of Air Supply Availability: When your opponent checks the supply status of your units, improve by one level those *in the same hex as* an **Air Supply** marker (i.e., if they were Out of Supply they are Supplied, and if they were Isolated they are now only Out of Supply).

An **Air Supply** marker in a friendly **City** hex is also a **Communication** source, but *not* a **Supply** source, to all units (excluding **HQ** markers but including **Airdrop** mode markers) that can trace an **OLoC** to it (per 7.1).

Limited Duration: Your opponent removes your **Air Supply** markers at the end of their **Supply Step** (i.e., when also removing your abandoned **Defense** markers). *If you want to keep your units in Air Supply, you need to keep the Transports flying!*

AIRDROP PARATROOPS (“PARADROP”) MISSION

[104.4] PARADROPS: Transporting **Airborne** units is explained in detail in Rule 105.0, next page.

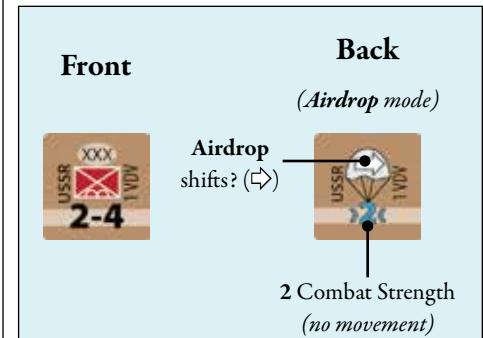
AIR CARGO COMBAT LOSSES

Losses from **Dogfighting** (20.0) can affect **Transport Air** units' cargo.

[104.5] SELECTING LOSSES: The *owning* player determines which of their **Air** units in an Air Battle suffer adverse combat results, subject to the following selection restrictions:

Cargo Losses: The **Transport** Mission's cargo is also at risk from Dogfights (20.0):

- If the carrying **Transport Air** unit is unscathed or **Damaged**:
 - Its **Air Supply** marker successfully arrives; or
 - Its **Air Mobile Ground** unit successfully arrives; an **Airdrop** mode marker has a **Surprise Value (SV)** of **3** (see 105.1).
- If the carrying **Transport Air** unit is **Aborted**:
 - Its **Air Supply** marker does **not** arrive; or
 - Return its **Air Mobile Ground** unit to its Air Transport Holding box; an **Airborne** unit returns with a **-3 Countdown** marker on it.
- If the carrying **Transport Air** unit is **Killed**:
 - Its **Air Supply** marker does **not** arrive; or
 - Eliminate its **Air Mobile Ground** unit.



PARATROOP SURVIVAL EXAMPLE

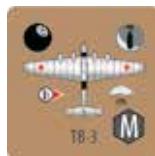
The Soviet player has *two Airborne* units in the Air Transport Holding box, their countdown over and ready to fly onto the map, and two *Li-2* Transports **AVAILABLE** and *Ready* to haul them.

In a sagacious move during the **Soviet Special Movement Step**, the Soviet player flies *both* Transports to a hex across the Kerch Strait (an Axis-held position that the Soviets desire to breach). They fly *a single Mission* to that hex, carrying only *one Airborne* unit to a **Drop** hex (105.1).

In Dogfighting, the Axis Intercept the Mission Packet and achieve an **Abort** result, so one of the Soviet *Li-2s* bails out immediately for the **Flown** box, *Damaged*, while the other safely drops the paratroops. *And that is why the Soviet player brought along an extra Air Transport unit!* A roll of **2** garners **2 Surprise Shifts** from the drop.

In the ensuing Battle, an Axis **Hardened Garrison** unit (which is always the *last step* eliminated for that side) with its *No Retreat* ability remained in the **Battle** hex, as did the **Soviet Airdrop mode** marker. Due to *A Bridge Too Far* (105.1), a **Stalemate** is therefore applied, eliminating both (and thus resolving this stacking conflict) before the Soviets Advance After Combat as per a Breakthrough result.

However, the dropping *Transport* unit returned unscathed to the **Flown** box. This means the *other Soviet Airborne* unit can make a follow-up landing in the **Drop** hex (105.2). This secures it during the ensuing **Soviet Regular Movement Phase** and that follow-up **Airborne** unit can even move from there after landing!



[105.0] AIRBORNE OPERATIONS

Airborne operations are a special method of moving **Airborne Ground** units from the Air Transport Holding box of their Theater Reserve, via an **Airdrop** Mission and its **Follow-up Air Landing**, onto the map into their target (i.e., **Drop**) hex (typically behind enemy lines). A maximum of *one* of your **Airborne** units can attempt to Airdrop into a hex each friendly Player Turn.

Paratroop Preparation: When placed in its Air Transport Holding box on its Theater Reserve mat, **Airborne** units automatically receive a **-3 Countdown** marker (*to refit before vertical deployment*).

[105.1] PARADROPS: If a **Transport Air** unit survives to conduct its **Paradrop** Mission, its **Airborne** unit is “dropped” (i.e., flipped to show its **Airdrop mode** marker side) in the **Drop** hex (which *cannot* be a friendly Air Base) provided you have at least **one** functioning **HQ** marker in **Attack** mode in that Theater.

Airdrop Effects in Battle: **Airdrop** mode markers affect Battles in their **Drop** hex only (i.e., never into a adjacent hexes) as indicated by its **blue** Combat Strength.

- They contribute their full Combat Strength to any combat in that hex (i.e., they drop supplied and ignore any Strength-halving terrain effects).
- Roll a die versus a **Surprise Value (SV)** of 3. Surprise is achieved on a **2**, **3**, or **4** *with that many* attack shifts (Δ) awarded; on a roll of **1**, **5**, or **6** there is insufficient surprise and therefore no attack shifts are achieved.
- Treat any result clearing the hex of enemy units as a **Breakthrough** result; i.e., the victorious attackers may advance units into the hex up to the stacking limit (**Airdrop mode markers** are stack free) and motorized units may advance an additional hex (because the paratroops have “cleared the way”).
- To the maximum extent possible, any step losses must come from **Airdrop** mode markers: return one **Airdrop** mode marker to its Force Pool (showing its **Airborne** unit side) for each step loss suffered. After all **Airdrop** mode markers are eliminated, apply that side’s remaining step losses normally (if any).
- **A Bridge Too Far:** When left in coexistence in the **Battle** hex *after* Retreating but *before* Advancing After Combat, apply consecutive **Stalemate** results, one at a time, until this coexistence ends. **Airdrop** mode markers must be eliminated as steps first.

Retreating: If there are only enemy **Airdrop** mode markers in a hex, Retreats into and through that hex occur without penalty. Specifically:

- **Lighter than Light:** Enemy units that Retreat *through* such a hex completely ignore the **Airdrop** mode markers there; both sides suffer no losses in that hex (except via Retreat through EZOCs per 21.7).
- **Keep Moving:** Enemy units forced to *end* their Retreat in that hex must Retreat one additional hex; if they cannot, see “*A Bridge Too Far*,” above.

Firm Footing: During any future friendly **Supply Step** (conducted during the *opponent’s turn*), you may flip your **Airdrop** mode markers back to regular **Airborne** units if they are In Communication.

Hold Until Relieved: An **Airdrop** mode marker is a step for Isolation attrition purposes (7.5.3). It remains in **Airdrop** mode and cannot leave its hex; it is eliminated if it must Retreat. An **Airdrop** mode marker does not block enemy movement or Retreat *through* its hex (but enemy units cannot opt to *end* their movement or Retreat stacked with that unit, as per “*Retreating*,” above).

[105.2] AIR LANDING FOLLOW-UP FORCES: If the hex with your **Airdrop** mode marker is cleared of enemy units (even if no **Airdrop** mode marker survived that Battle) *and* the **Paradrop** Mission’s **Air Transport** unit returned to the **Flown** box *Ready*, *then* you may place in that **Drop** hex *one additional Air Mobile* unit from your Air Transport Holding box, during your **Regular Movement Phase’s Regular Movement Step**. This follow-up unit is face-up and *can* move from the **Drop** hex upon its follow-up landing there.

Part N: Maritime Matters

There are three **Sea Zones** in *Thunder in the East*: the **Baltic Sea**, the **Gulf of Finland** (*excluding Lake Ladoga*), and the **Black Sea**. Each has one **Naval Base City** hex that dominates naval activity there (**Gdynia**, **Leningrad**, and **Sevastopol**, respectively).



NAVAL AVAILABILITY

As long as the Axis controls the Naval Base in **Gdynia**, it prevents the Soviets from projecting naval capabilities (including tracing a Naval Line of Communications) into the **Baltic Sea**.

Similarly, as long as the Soviets control their Naval Bases in **Leningrad** or **Sevastopol**, it prevents the Axis from conducting naval activity (including tracing a Naval Line of Communications) in the **Gulf of Finland** or the **Black Sea**, respectively.

After capturing an opponent's home Naval Base, once you get it functioning, *both* sides can conduct all naval activity in that Sea Zone for the rest of the game.

WINTER ICE HEXES

During Winter Months (i.e., January through March), it is prohibited to trace Naval Lines of Communication, Naval Transport, or Fleet movement into, out of, or through **Winter Ice** hexes.

[106.0] NAVAL ACTIVITIES

Here are **Naval** Missions for transport, Fleet movement and combat, and related **Air** Missions.

NAVAL TRANSPORT MISSION

Ground units and **HQ** markers move by sea using Naval Transport represented by the blue **Naval Transport** markers.

[106.1] NAVAL TRANSPORT CAPACITY: Both sides have an intrinsic Naval Transport capacity of **one Small or Medium size Light, Leg Ground** unit (including a **Garrison** unit) per turn in each of the **Black** and **Baltic** Seas. Note that the **Baltic Sea Transport** marker can operate in either the **Baltic Sea** or the **Gulf of Finland**.

FLOATING YOUR BOAT

[106.2] NAVAL TRANSPORT PROCEDURE: Your **Light, Leg Ground** unit conducting Naval Transport must *begin* your **Special Movement** Step in its port of embarkation (even in an EZOC) and *end* its movement for that Step either:

- In the closest **All-Sea** hex to its designated port of debarkation, stacked with that Sea's **Naval Transport** marker to indicated that it is cargo being transported, *OR*
- If Soviet, stacked with a friendly **Fleet** unit that is currently conducting an **Amphibious Landing Mission** (106.5.1). *In this case, that Fleet unit is "the port" that Naval Transport marker is using.*

At that landing preparation hex where the transported **Ground** unit is afloat, enemy Air and Naval units can challenge this, defensively, during the **Opponent's Reaction Step** of your **Combat Phase**.

Should your **Ground** unit using **Naval Transport** survive any attacks, then it disembarks during your **Regular Movement Step**. Before doing so, roll an unmodified die (¶): if the result is a ¶, it returns to its port of embarkation due to general hazards of the sea. On any other roll, place it in its designated disembarkation hex. It *cannot* move any further that turn.

Controlling their respective Sea Zones are **Gdynia**, **Leningrad**, and **Sevastopol**. Shown above, these represent the three Naval Bases in *Thunder in the East*.

THE TITE NAVAL SYSTEM

The Naval system in *TITE* is an abstraction of naval warfare affecting the Russian Front during World War II. The *real* Naval system for *Frank Chadwick's ETO* will appear in the other games in the series.

ETO has a robust Naval system – not dissimilar to the Air system – and Naval Orders of Battle for all of the participants in the European Theater.

Note that the light blue boxes near Major Ports and Naval Bases are to hold an array of Naval units being released later in the *ETO* series.



THE ROSTOV ESTUARY

An enemy **Ground** unit in hex A758 or A759 blocks naval movement and supply through **Rostov**.



FLEET MOVEMENT

In *Thunder in the East*, only the Soviet Union has two **Fleet** units, and they are immune from supply effects (but see 106.3). **Fleet** units have two sides: full-strength (with two strike symbols and a Naval Supply radius of **1**) and reduced-strength (with one strike symbol, a Naval Supply radius of **0**, and a stripe to indicate that it is reduced strength).



[106.3] FLEET AVAILABILITY: Soviet **Fleet** units operate freely where their sea's Naval Base hex is Soviet-controlled and In Supply (see 7.0 and *The Final Port* sidebar).

When this is **not** the case, that sea's **Soviet Fleet** unit cannot move from its present location unless currently at sea, and then it must put into the nearest friendly supplied **Anchorage** hex where it remains, immovable, until it is operational again, evacuates, is sunk, or a card is played permitting it.

Fleet Evacuation: When a **Fleet** unit is in a just enemy-captured **Anchorage** hex, immediately move it to another friendly supplied **Anchorage** hex in its Sea Zone; if there are none, eliminate that **Fleet** instead. Also place a **Countdown** marker on it depending where it arrived (-3 at a Naval Base; -4 at a *Major Port*, or -5 at a *Minor Port*).

[106.4] SHOVING OFF: *Voluntarily* moving a **Fleet** unit occurs thus:

DURING THE SOVIET SPECIAL MOVEMENT PHASE

Fuel Cost to Sail: It costs **1 FP** for a **Fleet** unit to move during the **Soviet Special Movement Step**.

Destination: Once sailing, it must move within its Sea Zone to an **All-Sea** hex, a **Coastal** hex, or another friendly **Anchorage** hex that it can move through or enter (i.e., it is not prohibited).

DURING THE SOVIET REGULAR MOVEMENT PHASE

Free Sailing: There is no **FP** cost for a **Fleet** unit to move during the **Soviet Regular Movement Step**. *Typically, this is done to "return to port."*

Return to Port: During its **Regular Movement Step**, a **Fleet** unit can only move within that sea to a friendly supplied **Anchorage** hex that it can enter (i.e., it is not prohibited).

THE FINAL PORT

If the Axis captures every on-map port on the **Black Sea**, that **Soviet Fleet** unit remains in play. It automatically bases out of and operates from **Batumi**, a **Minor Port City** hex just off the map in what would be hex **B470**.



NAVAL COMBAT MISSIONS

[106.5] FIGHTING SHIPS AT SEA: Fleet units can conduct Amphibious Landings, provide Close Support (, and intercept enemy Naval Transport Missions.

AMPHIBIOUS LANDING MISSION

[106.5.1] AMPHIBIOUS LANDING MISSION: This requires moving that Fleet unit during the Soviet Special Movement Step (106.4; costing 1 FP), from its Naval Base hex to a Coastal hex that is not prohibited for the invading Ground unit to enter (called the Invasion Hex), even if there is an enemy Ground unit in that hex. Place your Fleet unit and Ground unit in the same hex as the enemy unit. The amphibiously assaulting units attack as if across a Strait hexside (i.e., those units are totaled, their combined Attack Strength is halved (=), and 1 if all attacking units in that battle are coming across the sea. If they remain in coexistence in the Battle hex, apply "A Bridge Too Far" (105.1).

The Fleet at Anchorage: While in the Invasion hex on this Mission, that Fleet unit's Anchorage symbol activates allowing it to provide its 1 or 0 hex Supply Radius (for full- and reduced-strength Fleet units, respectively), if it can trace an NLoC. Its Anchorage activation also allows Naval Transport Missions to move directly to and from it (106.2) until it leaves that hex for any reason.

Shore Bombardment: That Fleet unit automatically conducts Close Naval Support Missions (see below) while in the Invasion hex.



CLOSE NAVAL SUPPORT MISSION

[106.5.2] CLOSE NAVAL SUPPORT MISSION: When a Soviet Ground unit attacks or defends in an Invasion hex or any other Coastal hex where it is stacked with a Fleet unit, that Fleet unit automatically performs a Close Naval Support Mission at that hex.

More Support: Close Naval Support works in exactly the same manner as, and combines with, a CAS Mission (; 18.3.1) and/or Event cards for contributing its Strike Strength dice symbols. Note that the Baltic and Black Sea Fleet units are different on their reverse sides.



NAVAL AIR ATTACK MISSIONS

ANTI-SHIPPING STRIKE MISSION



ANTI-SHIPPING MISSIONS

Multiply DV **x2** for **✓** versus a Naval unit, and Multiply DV **x1** for **✗** versus a Naval unit.

Strike Missions perform their **Air-to-Surface** or **Shore Bombardment** attack using their color Strike Strength (shown as one or two colored lightning bolts in their lower-left corner; e.g., **✓✓**, or **✗✗**) only (i.e., Air units' Bomb (**█**) Strengths cannot be used in **Anti-Shipping Strike Missions**).

Using Strike Strength is prohibited in **Mud**, **Snow**, or **Overcast** weather (see 23.0), or to support a Battle where their side has **Partisan** units only (107.3).

Some Strike Missions can only use their Strike Strength, and cannot use their Bomb Strength.

[106.5.3] STRIKING NAVAL TARGETS: These **Strike Missions** target ships or their cargo.

Stacking: An Anti-Shipping Strike Mission Packet functions identically to other Mission Packets, with this exception: a **Fleet** unit can be one of the (up to **two**) units in that Mission Packet.

Range: Air units with a Strike Strength can conduct a **Naval Strike** Mission within their Range. A **Soviet Fleet** unit in a functioning **Naval Base** can Intercept a transported **Ground** unit in that Sea Zone by paying **1 FP** to move to the target hex; return it to that **Naval Base** after the Battle.

Targeting: Each Anti-Shipping Strike Mission must specify if it is attacking the **Fleet** unit or a transported **Ground** unit in the target hex (these are *two different Missions!*).

Computing Anti-Shipping Strike DV: A Mission Air unit surviving Air-to-Air Combat, and **Fleet** units surviving interception, have a **Target Type** multiplier of **x2** per red Strike Strength symbol (**✓**), unit and **x1** per white Strike Strength symbol (**✗**).

Applying Naval Strike Damage: If Successful, depending on the target, either:

- Reduce the targeted **Ground** unit by **1 Step**; if that merely reduces a **2-Step Ground** unit, then it also immediately returns that surviving **1-Step Ground** unit to its port of embarkation.
- Reduce the targeted **Fleet** unit by **1 Step** thus:
 - When a full-strength, **2-Step Fleet** unit suffers a **Step loss**, flip it over to show its striped, reduced-strength **1-Step** side; it remains in place on the map.
 - Eliminate a reduced-strength, **1-Step Fleet** unit that suffers a **Step loss**.

ANCHORAGE BOMBING MISSION



Bombing Missions perform their **Air-to-Surface** attack using only their **Bomb** Strengths (shown as a quantity of Bomb symbols, from $\frac{1}{2}$ to **2**, in their upper-right corner).

[106.5.4] BOMBING HARBORS: This Bombing Mission targets Anchorages.

Range: Air units (only; this is not a **Fleet** Mission) with a **Bomb** (**█**) Strength can conduct an Anchorage Bombing Mission within their Range.

Computing Anchorage Bombing DV: A Mission Air unit surviving Air-to-Air Combat has a **Target Type** multiplier of **x3 (Soft)** versus a **Minor Port**, **x2 (Average)** versus a **Major Port**, and **x1 (Hard)** versus a **Naval Base**.

Applying Anchorage Bombardment Damage: Bombing an Anchorage, if Successful, places a **-3 Countdown** marker on it. The specific effects are:

- A **Minor Port** does not function except to trace an NLoC to repair itself (8.0).
- A **Major Port** or **Naval Base** functions as a Minor Port while Disrupted.
- The targeted player may immediately spend $\frac{1}{2}$ EP (for a **Major Port**) or 1 EP (for a **Naval Base**) *not* to have that **-3 Countdown** marker placed and keep that Anchorage fully functioning.

Disrupted Harbors: Ultimately, you address the disruption of a **Major Port** or **Naval Base** by building more ships, which is abstractly represented here as the option to spend EPs to cover that expense. If you do not urgently need that **Major Port** or **Naval Base** to function, its **Countdown** marker should start Repairing on the following turn. If you need it now, however, as the Soviets likely do for their **Naval Bases** in particular, then paying EP to save that time makes sense.



Part O: The Shadow War

[107.0] PARTISANS

Partisan pieces come in three varieties:

- **Partisan Detachment** markers featuring an Untried (“?”) bomb symbol for their “Strength” and have a **Territorial Range** of [3] hexes on their front sides, with their specific, hidden **Partisan Attack** result on their reverse sides. **Partisan Detachment** markers:
 - Neither move nor fight like **Ground** units. They are *markers*; the enemy can do nothing about them (except via card play) until and unless those **Detachment** markers attack (107.2.1).
 - Although they exist on the map, these markers do not have a “physical presence.” They do not count for stacking (*either side* can freely enter their hex and ignore them completely), nor hinder units’ supply lines, Battles, or Retreats in any way.
- A **Small** size 1-step 1-2-(1) **Partisan “Division”** unit:
 - Is immune to supply effects (*as indicated by the supply drum icon; see 27.1*).
 - Does not Retreat (*like Hardened Garrison units; see 27.1*).
 - Can build-up (i.e., combine) to create either one **Medium** size ?-4 **Rifle Infantry** corps *or....*
- A **Small** size, 2-step 2-3-(2) **Partisan “Corps”** unit:
 - Is immune to supply effects (*as indicated by the supply drum icon; see 27.1*).
 - Is unique as the only **Small 2-step** unit (*thus it can flip to take a step loss when required and revert back to a Partisan Division unit, instantly ending their ability to Retreat!*).

Receiving and Placing Partisan Units

[107.1] GUERILLAS IN THEIR MIDST: In *Thunder in the East*, during the Soviet OOB Step, the Soviet player draws **one Detachment** marker at random from their Faction’s pool on the Soviet Display mat and places it on the map. Card play can add additional **Partisan Detachments** to the pool (improving its overall quality) and also cause the placement of additional **Partisan** markers and units at other times. **Partisan Detachment** marker events might also trigger additional placement of Partisans.

Placement: Place **Partisan Detachment** markers on the map in enemy-controlled territory in the Soviet Union or as specified by its placement event. You must place **Partisan Detachment** markers in an *empty Forest, Hill, Mountain, Tundra, Sand, or Swamp* hex that is....

- Not adjacent to an enemy **Ground** unit, and
- Not within the Territorial Range [3] of another **Partisan Detachment** marker from that faction.

Place your **Partisan units** (Division or Corps) on the map in *any* empty, enemy-controlled hex in their nation that is *not* next to an enemy **Ground** unit (regardless of its terrain or their proximity to other Partisans) *and*, if possible, within **six** (6) hexes of another friendly unit (even another **Partisan unit**).

Movement: **Detachment** markers have no Movement Points and cannot move, per se; instead, they are simply placed on enemy-controlled **City** hexes they wish to attack within their Territorial Range of [3] hexes during their **Special Movement Step**. **Partisan units** have a small **Mounted** Movement Allowance.

PARTISANS

Fighting the “war of occupation” generally occurs below the kinetic level of the game’s Battles. Only the Soviet faction and USSR have **Partisan** detachments in *Thunder in the East*.



In hopes of making trouble at **Vilnius** (hex 8140), the Soviet player places a **Detachment** marker in the distant woods (hex 8438), where **Vilnius** is still within its Territorial Range. *It cannot be placed next to Vilnius, as that is next to an enemy Ground unit; the Partisan Division unit nearby does not affect the placement of Detachments.*

DETACHMENT ATTACK**AFTERMATH EXAMPLE**

Your 4 Detachments attack an enemy-controlled City hex occupied by a 1-step Garrison unit. You then reveal the markers and apply 1 of that attack's 4 potential results.

Afterward, you return *all 4 Detachments* to your Partisan pool.

However, *only 2 of them survive* to be redrawn and returned to the map (*4 – 1 for making the attack, and – 1 for the Garrison unit's attentive presence*). You must place these 2 redrawn Detachments within 3 hexes of that attacked City hex *and as per 107.1*.

BLOWING UP RAIL CAPACITY

Your Soviet Detachments score a Rail Hit at Minsk. As Minsk has **four** Rail hexsides, it is a Rail Hub and you would immediately increase the Axis Rail Capacity Used marker by one.

Partisan Detachment Attacks

[107.2] PARTISAN ACTIVITY: Any or all **Detachment** markers can, in their country and within their Territorial Range of supplied enemy-controlled **City** hexes, be repositioned during their **Special Movement** Step to the nearby enemy-controlled **City** hexes they will attack (*add a Partisan Attack! marker to help you remember this Attack during Combat Phase*). After resolving ground combat, they "throw their bombs" at their declared target **City** hexes.

[107.2.1] Throwing Bombs: During their **Combat** Phase, your **Partisan Detachment** markers attack during the **Partisan "Bomb Throwing"** Step (i.e., *before* any declared Battles).

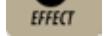
[107.2.2] "BOOM!": To resolve your **Partisan Detachment** Attacks, note which **Partisan Detachment** markers are in which targeted, supplied enemy-controlled **City** hexes and, at each targeted hex, one at a time, reveal *all* of those bomb-throwing Detachments. Then:

1. For each attack, you may select any **one** of their results to apply (see below). *Attacking a targeted supplied enemy City hex with multiple Partisan Detachments should yield a variety of potential outcomes, from which you may choose one. When only one Detachment attacks a target City hex, you have no choice as to which outcome to apply!*
2. Note how many Detachments were in that attack and where it took place (i.e., the targeted enemy controlled **City** hex). Then return them all to your Partisan pool and mix them back in. Return the **Partisan Attack!** marker to the stock.
3. Finally, draw back that same amount of **Partisan Detachment** markers from your pool, **minus** [1 (for the attack) + the number of enemy **Ground** unit **steps** and functioning **HQ** markers in the attacked **City** hex; *these represent the partisan's losses in personnel, materiel, and cohesion*], but never fewer than **0**. Place them normally (per 107.1), but also within the Territorial Range (i.e., 3 hexes) of the attacked **City** hex (i.e., *in the vicinity of their attack*). They need not return to their previously-located hexes (*this is, in effect, how Partisan Detachment units "move"*). Eliminate any returning **Partisan Detachment** markers that cannot be legally placed.

[107.2.3] THAT'S ENOUGH: A given **Detachment** marker can only *attack*, and a given supplied enemy **City** hex can only be *attacked by Detachment markers, once per friendly Combat Step*.

[107.2.4] BOMB DAMAGE: After determining your Detachment attack outcomes, you may immediately apply the selected result as follows:

- **No Effect:** Nothing happens.



- **Rail Capacity:** When targeting a **Rail Hub** (a **City** hex having **four or more Rail hexsides**), increase the target faction's **Rail Capacity Used This Turn** marker by **one** (but never higher than **one less than its Rail Capacity Available** marker; i.e., you cannot bomb away their last point of Rail Capacity Available). Targeting a **non-Rail Hub City** hex has no effect.



- **Out of Supply:** Place one **Out of Supply** marker on a **Small or Medium** enemy **Ground** unit within the Territorial Range (i.e., 3 hexes) of the attacked **City** hex.
- **Interdicted:** Place one **Interdiction** marker on a **Small or Medium** enemy **Ground** unit within the Territorial Range (i.e., 3 hexes) of the attacked **City** hex.



- **Suppressed:** When targeting an enemy **Air Base**, your opponent places one (additional) **Suppressed** marker during the ensuing **Air Return Step**.



- **The Knives:** You choose a nationality from among the enemy **Ground** units within the Territorial Range (i.e., 3 hexes) of the attacked **City** hex, and then your opponent loses **½ PP** (if available) or **½ MP** (their choice) from that nationality.



- **Recruit:** Draw up to **two Detachment** markers and place them normally, but also within the Territorial Range (i.e., 3 hexes) of the attacked **City** hex.



- **Organize:** Place **one Partisan Division** unit normally, but also within the Territorial Range (i.e., 3 hexes) of the attacked **City** hex –OR– draw up to **three Detachment** markers and place them normally, but also within the **Short Range** (i.e., 6 hexes) of the attacked **City** hex.



Organized Resistance

[107.3] PARTISAN DIVISIONS & CORPS: A Partisan Division is a Small, 1-step [1-2-(1)/No Supply/No Retreat] unit. A Partisan Corps is a Small, 2-step [2-3-(2)/No Supply] unit.

- **Mobilization Limit:** You cannot have more Partisan units in play than those provided. Note that Partisan Detachment markers cover an entire faction, while specific nations have Partisan units.
- **Operational Limit:** Partisan units cannot leave their nation; they cannot voluntarily move across an active international border, and they are destroyed if Retreated outside their nation.

In Thunder in the East, the USSR nation includes the territory of the Baltic States and Ukraine.

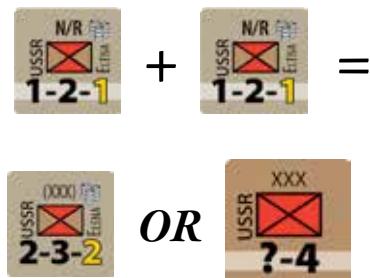
- **Control Limit:** Where a Partisan unit resides there is disorder; that specific hex and its facilities (Rail, Anchorage, Air Base, etc.) are unusable by any Faction. Control of that hex and its facilities revert back to their most recent owner the instant Partisan units are no longer present there.
- **Combat Limit: Support** Missions (\wedge ; 18.3.1) cannot be performed in support of a Battle conducted exclusively by Partisan units.
- **Combining Partisan Divisions:** If two Partisan Division units are stacked together during their Regular Movement Phase, Step 3 (when you buildup stacked units), you may either:
 - o Flip one to show its 2-step Partisan Corps side and return the other to your Force Pool. *Those two 1-step Partisan Divisions have combined to form one 2-step Partisan Corps; OR*
 - o Nations able to do so may return them both to their Force Pool and replace them on the map with one untried, 1-step ?-4 Rifle Infantry Corps unit. *This has the advantage of putting a (Major unit's) ZOC and normal hex control behind the enemy lines, but it is no longer automatically In Supply!*
- **Repurposing:** When checking the stacking limit (11.0), immediately return to the stock all Partisan units stacked with a friendly non-Partisan Ground unit that can trace an Overland LoC (per 7.1). For each Partisan step so incorporated, the nationality absorbing it gains +½ PP.

FIGHTING DIRTY

You *cannot* overrun a 2-step Partisan Corps unit (i.e., it is not a 1-step unit).

When attacked and reduced 1 step, it becomes a Partisan Division unit and holds fast because, at that instant, it gains the No Retreat ability!

Wiping out Partisan Corps units can be a real nuisance.



Section III: Campaign Game Rules

[200.0] INTRODUCTION

This section of **Campaign Game Rules** links the scenarios together for a longer, continuous game. These rules provide systems covering the **Season Start** Phase (as it ties together the many new elements added in the Campaign Game); National Morale and a new resource to track, **Morale Points (MPs)**; Disbanding and Demobilizing units; Seasonal Economic activities; and Strategic Air Warfare.

We recommend using all of the **Optional Rules** when playing a Campaign Game.

SETTING UP THE CAMPAIGN GAME

Place pending **Reinforcement** units on the top third of both Faction mats. Position the markers illustrated on the Economic Map mat to reflect that scenario's Campaign Game economic situation at start.

Part P: Seasonal Activities

[201.0] THE SEASON START PHASE

Insert this **Season Start** Phase into the Sequence of Play immediately prior to conducting the first Game Turn (i.e., **Week I**) of each new Season (i.e., in **January, April, July, and October**). Think of this as a “strategic cycle” where economic and strategic warfare effects are resolved (*these will be explained in detail in the rules that follow this one*).

Do not begin the Typhoon, Case Blue, and Citadel scenarios with a Season Start Phase! This is already included in the setup instructions and the Campaign Game Economic Map mat.

After completing the **Season Start** Phase, proceed with the first Game Turn of that Season.

Gain Morale Step: For your “Happy Homefront.” *This is one of the few times where you can do something to increase the Morale Points (MPs) of nations in your faction. Of course, it is not easy or cheap...*

+1 MP for a nation for every 5 PPs (↓) stockpiled on the Resource track.

+1 MPs for a nation spending $\frac{1}{2}$ EP on “consumer goods” up to a maximum of 1 EP per Nation per Season.

Fix-it Step: Adjust Factory and Oil Well Status markers. *Factories in ETO can be in many different states: Working, Relocated, Captured, Retooling, Integrated, or Restored. The status of Oil Wells seldom changes, but when it does it is a very big deal. As the founts of precious Equipment Points (EPs) and Fuel Points (FPs) each Season, you must always pay particular attention to them. When the Axis manages to capture and hold them long enough to start contributing to the Axis war effort, a whole new dynamic unfolds.*

1. Place arriving **Relocated** Factories in the Urals.
2. Remove **Retooling** and replace with **Restored** (Soviet) or **Integrated** (Axis).
3. Flip **Captured** Factories to **Retooling**, and **Burning** Oil Wells to **Recovered**. *You cannot fix Oil Wells beyond Recovered; thus, they go down to producing just 3 FPs each for the duration.*

Pay Day Step: Receive all PPs, EPs, and FPs. *In the Campaign Game, it is sub-optimal to “spend yourself broke” each Season. Opportunities, particularly during **Inclement** weather, to “lull” the war and stockpile Resource Points will help you win “the long game.”*

- Conduct Soviet Production, add Allied LLPs (205.4), and set Soviet Rail Moves.
- Add Axis Resource Points.

Strategic Bombing Step: Resolve Bombed Objectives one at a time.

1. Remove its 1/3 or 2/3 **Ruined** marker, if it has one.
2. If it is **Destroyed** or **Devastated**, deduct the required PP, EP, FP, or MP penalty.
3. Remove its **Destroyed** marker or flip its **Devastated** marker to **Destroyed**.

New Deal Step: At the start of a new Season, return to their respective decks each faction’s Set Aside cards. At the start of a New Year, return to their respective decks each faction’s Set Aside and Discarded cards. *These are available for selection again (see 25.0).*

PERFORMANCE ANXIETY

Note: Only perform the **Season Start** Phase when playing a Campaign Game. Skip it on those turns when just playing a Scenario as its effects are “baked in” to that Scenario’s setup and reinforcement schedule.



WHEN DOES MORALE CRACK?

The single hardest strategic question in war is what it takes to make your opponent throw in the towel. In the real world, you arrive at this answer experimentally and empirically: people try different things until one of them works. As often as not, after a country surrenders, historians argue for decades about what really triggered it. Game designers do not have the luxury of saying, "Well, it's hard to say for sure."

ETO's answer is the National Morale system.

Reduce your opponent's morale to 0 and they give up. The points we award, and their relative weight, partially reflect our considered judgement but also partly reflect the expectations of strategists at the time.

Destroying enemy units in offensive operations damages the enemy morale much more than your losses during those offensives affect your own morale (people like to see the arrows moving in the right direction on the maps, and they will suffer a good many losses as long as they believe they are on offense and winning).

Capturing cities, losing cities, allies surrendering or defecting, and strategic bombing campaigns (and later the commerce war conducted largely by submarines) all had an effect on the morale of the belligerents.



Part Q: Morale

It was not easy boiling down something as deeply rooted as national psychology into a simple Morale system, but we have done it for you. *See the article in the sidebar.*

[202.0] NATIONAL MORALE

Nations have a **National Morale**, measured in **Morale Points (MPs)**, established in each scenario's Campaign Game setup instructions and tracked with Morale markers. The **Soviet Union**, **Hungary**, and **Romania** (only) track Morale in *Thunder in the East*. Morale is increased and decreased for these nations by the events listed below. **When reduced to 0 MPs, that nation collapses** (202.7).

Qui Bono?: The **Suffering** player is the one losing **MPs** from that event. The **Benefiting** player is the one gaining **MPs** from that event.

Note that **German** and **Italian** Morale is not represented in *Thunder in the East*. German Morale losses and gains are not applicable to this game (*but will be in a full ETO Campaign Game*). Italy automatically collapses in April 1943.

Timing: Note that some Morale Events are resolved immediately as they occur, while other Morale Events are tended to during a specific (Weekly or Seasonal) **Morale Step**.

[202.1] IMMEDIATE MORALE EVENTS: You debit and credit these Events the instant they occur:

HOME TERRITORY OBJECTIVE LOST

When the enemy captures an **Objective** hex in your home territory, in addition to its possible degradation of utility (see 207.0):

-4 MPs to the **Suffering** nation (*unless it was the Soviets losing Leningrad, which is -8 MPs, or that nation's Capital hex, see below*).

-10 MPs to the **Suffering** nation if that **Objective** hex is that nation's **National Capital**.

HOME TERRITORY OBJECTIVE REGAINED

When you recapture an **Objective** hex in your home territory, in addition to its possible degradation of utility (see 207.0):

+4 MPs for the **Benefiting** nation (*even if more MPs than that were lost when it was captured*).

CAPITAL BOMBED TO DESTRUCTION & DEVASTATION

Each time a nation's **Capital City** hex is **Destroyed**, and again when it is **Devastated** (208.1.2):

-2 MPs to the Bombed nation *AND...*

+1 MP for the **Benefiting** nation (*attacker's choice if more than one nationality was involved in bombing that Capital this turn*).

STALIN EVACUATES MOSCOW

If the **Stalin** marker moves from **Moscow** to **Kuibyshev**, in addition to the **2 Rail Capacity Used** cost and loss of the **Soviet Combat** Phase that turn (13.1):

-8 MP to the **Soviets**.

AXIS ALLIES EQUIPMENT

When a Axis ally nation (i.e., **Hungary**, **Romania**, and **Italy**) has **Equipment Points (EPs)** spent on its military, it immediately gains a like number of **Morale Points (MPs)** *per the Build Cost chart*. Conversely, Demobilizing (203.2) and voluntarily *returning EPs* to the Axis pool causes that nation to *lose* a like number of **MPs**.

AXIS ALLIES RECONSIDER

When an Axis ally (i.e., Hungary, Romania, and Italy) collapses or defects to the other side (202.7):

-2 MP each to the other Axis nations, *AND...*

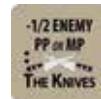
+2 MP for the Soviets (if defects).



MISCELLANEOUS

Spending or gaining MPs is based on events such as card play (25.0) or Partisan Detachment attacks (107.2.4; The Knives).

[202.2] WEEKLY MORALE EVENTS (NON-PHASING PLAYER CASUALTIES): During the Opponent's Morale Step at the end of your Regular Movement Phase, settle accounts for your opponent's unit casualties suffered during your Player Turn. Your own casualties suffered do not affect your Morale. It is up to your opponent to inflict Morale crushing losses upon you during their turn!



ELIMINATED NON-PHASING UNITS

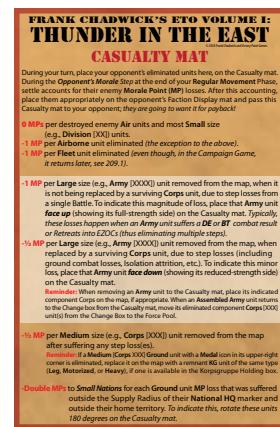
[202.3] USING THE CASUALTY MAT: When eliminated, do not place the non-Phasing player's units in their Force Pool, Change box, etc. Instead, place them on the Casualty mat; on it, they will accumulate and await their reckoning during the Opponent's Morale Step at the end of your Regular Movement Phase.

After accounting for MP losses from these casualties, place them appropriately on the opponent's Faction Display mat and pass the Casualty mat to the opponent; *they are going to want it for payback!*

0 MPs per destroyed enemy Air units and most Small size (e.g., Division [XX]) units.

-1 MP per Airborne unit eliminated for any reason (*the exception to the above*).

-1 MP per Fleet unit eliminated (*even though, in the Campaign Game, it returns later, see 209.1*).



-1 MP per Large size (e.g., Army [XXXX]) unit removed from the map, when it is not being replaced by a surviving Corps unit, due to step losses from a single Battle. To indicate this magnitude of loss, place that Army unit face up (showing its full-strength side) on the Casualty mat.

Typically, these losses happen when an Army unit suffers a DE or BT combat result or Retreats into EZOCs (thus eliminating multiple steps).

-½ MP per Large size (e.g., Army [XXXX]) unit removed from the map, when replaced by a surviving Corps unit, due to step losses (including ground combat losses, Isolation attrition, etc.). To indicate this minor loss, place that Army unit face down (showing its reduced-strength side) on the Casualty mat.

Reminder: When removing an Army unit to the Casualty mat, place its indicated component Corps on the map, if appropriate. When an Assembled Army unit returns to the Change box from the Casualty mat, move its eliminated component Corps [XXX] unit(s) from the Change box to the Force Pool.

-½ MP per Medium size (e.g., Corps [XXX]) unit removed from the map after suffering any step loss(es).

Reminder: If an on-map Medium [Corps XXX] Ground unit with a Medal icon in its upper-right corner is eliminated, replace it on the map with a Corps Remnant unit of the same type (Leg, Motorized, etc.), if one is available in the Corps Remnant Holding box.

-Double MPs to Small Nations for each Ground unit MP loss that was suffered outside their home territory *AND* outside of their National HQ's functioning Supply Radius. *To indicate this, rotate these units 180 degrees on the Casualty mat.*

WATCH WHERE YOU'RE GOING!

Just to remind you, *face-up* Large size (Army [XXXX]) units on the Enemy Losses mat count as **-1 MP** each, while Large size units that are *face-down* count as only **-½ MP** each. *Your opponent will be watching to make sure you get the accounting correct!*

DOUBLE MINOR MORALE LOSSES

No “political rule” prevents the Axis player from spreading the Hungarians and Romanians all over the map, but in the Campaign Game, if they begin taking losses while not serving under their own commanders, there is a stiff Morale Point price to pay!

[202.4] SEASONAL MORALE EVENTS: The Campaign Game introduces Seasonal activities performed during the **Season Start** Phase (201.0). You can add Morale to make war-weary populations happy, and might lose Morale when suffering the consequences of Strategic Bombing (208.1). These Seasonal Morale activities include:

THE HAPPY HOMEFRONT

There are few opportunities to increase a nation's Morale. Keeping the boys home typically means a huge reduction in on-map Infantry units, and when can you spare such absences from the front?

The alternative, purchasing consumer goods, means spending precious **EPs**. These you will need to have saved that entire Season or demobilized a **Heavy Ground** unit (as paying for consumer goods comes before receiving income). Since you may want to do that to increase multiple nations' **Morale** markers, this could add up to a real **EP** drain affecting your war effort!

KEEPING THE BOYS HOME

Stockpiling a nation's **Personnel** Points is good for Morale:

+1 MP for every **5 PPs** (\downarrow) that nation has stockpiled at this time (*i.e., it must have at least 5 PPs accumulated before any Morale benefit is realized*). Also see Demobilize, Disband, & Scrap (203.0) as ways to reclaim **PPs** in play to increase a nation's stockpile.

PRODUCING CONSUMER GOODS (GUNS AND BUTTER)

A direct economic infusion of consumer goods into a nation's economy also improves its Morale:

+1 MP for spending $\frac{1}{2}$ EP (1 EP for 2 MPs, maximum) for that nation at this time. *If you can afford it, you may do this for any or all nations in your faction each Season.*

STRATEGIC BOMBING DESTRUCTION & DEVASTATION

For each target on the Economic Map that is **Destroyed** or **Devastated**:

-2 MPs OR -1 RP of any type (i.e., PP, EP, or FP) of the **Suffering** player's choice.



MORALE: VICTORY & COLLAPSE

CAMPAIGN GAME ADDITIONAL VICTORY CONDITIONS

In addition to the Victory Conditions in Rule 4.0, the Campaign Game also features:

[202.5] CAMPAIGN GAME VICTORIES:

Campaign Game Automatic Victory: During a Campaign Game, the instant **Soviet Morale** drops to **0** (or less), the game ends in an **Axis Automatic Victory**.

Campaign Game Victory Checkpoints: Also, during a Campaign Game, when you reach a scenario's end turn (as shown on the Game Turn track) check to see if, at that time, either player has achieved a scenario **Decisive Victory**; if so, the Campaign Game ends and that player has won; otherwise, you may agree to end the Campaign Game at that point using that scenario's victory conditions or continue playing that Campaign Game.

Campaign Game Exhaustion Victory: *TitE* Campaign Games must end at the completion the **Bagration** scenario (August IV, 1944) and use its victory conditions to determine the winner.

AXIS NATION COLLAPSE

[202.6] MILITARY COLLAPSE: When all of the **City** hexes in an Axis ally nation's home territory are no longer friendly controlled *and* its Morale is *greater than 0*, if, it suffers a **Military Collapse**. At the end of the **Soviet Morale** Step (unless 202.7 applies), remove its units and markers permanently from play.

[202.7] MORALE COLLAPSE: At the end of the **Soviet Morale** Step, if an Axis ally nation's Morale is **0** (or less), roll a die (¶) with these die roll modifiers (treat results less than **1** as ¶; treat results greater than **6** as ¶):

-1 if its **Capital City** hex contains one or more **Axis Ground** units.

+1 if there are **Partisan** units anywhere in that country belonging to another faction.

On a result of ¶ or ¶, a **Pro-Axis Coup** occurs. Place its **Morale** marker in the Axis Force Pool as a reminder that it continues to fight for the Axis for the remainder of the game (without disruption and no longer concerned about its Morale for the duration).

On a result of ¶ or ¶, that nation **Goes Independent**, calling it quits and rising up on its own against the Axis. Remove its units and markers permanently from play; its territory defaults to uncontrolled (both sides can freely roll over it). Place **one** (*plus one* per **Supply City** hex in that country) **Soviet Partisan Detachment** marker in that country and the Soviet faction can place others there for the duration. All remaining Axis Nations suffer an immediate **-2 MP** loss.

On a result of ¶ or ¶, that nation **Defects** and joins the Soviets. Attend to all of the following:

- Place its **Morale** marker in the Soviet Force Pool as a reminder that it continues to fight for the Soviets for the remainder of the game (and is no longer concerned about its Morale for the duration).
- All remaining Axis ally nations suffer a **-2 MP** loss and the Soviets receive a **+2 MP** gain.
- Transfer its **PPs** (if any) to the Soviet Display mat.
- Control of that defecting nation's units and markers (both on- and off-map, including those in the Axis Force Pool which are immediately moved to the Soviet Force Pool) pass directly over to Soviet ownership. Eliminate all defecting **Ground** units stacked with **Axis Ground** units at this time.
- Default control of its territory passes to the Soviets. Either side occupying an **Objective** City hex in that nation at this moment "captures it intact" (*i.e., there is no disruption from "capture" at that Objective*).

MORALE & NATIONAL DEFENSE

[202.8] DIGGING IT: When purchasing **Improved Defense** markers, you can obtain two of them for a cost of **½ MP** (in lieu of **½ PP** or **½ EP**). *This is the only MP "build" available.*

AXIS ALLY MORALE COLLAPSE

Most Axis ally nations whose Morale failed during the war did not simply surrender; they switched sides!

Here is a breakdown of the historical Morale Collapse die roll results for the Axis ally nations:

Hungary had a Pro-Axis Coup and continued to fight for the Axis.

Slovakia quit the Axis and switched to fighting for their independence.

Bulgaria, Finland, and Romania defected to the Soviets and took up arms fighting their former Axis allies.



ITALIAN DEFECTION

During the Axis **OOB** Step of April I 1943, **Italy** "defects" to the Western Allies. All **Italian** units and markers are removed (9.0). Apply the Axis Allies Reconsider (202.1) result (-2 MP to **Hungary** and **Romania**; +2 MP to Soviet Union).



WHY DEMOBILIZE YOUR FORCES?

During the war, **Romania** demobilized big time. In game terms, why would they stand down during a war?

To build up their Morale Points (**MPs**) because each multiple of **5 PPs** in the bank makes the home front happier.

Romania's Morale is paper-thin – so is Hungary's – and if either collapses, it could start a cascade of problems.

Thus, the Axis cannot use them as cannon fodder or they will surrender (or, worse, defect). It is important to be mindful of their **MPs** and, ideally, keep most of their army in the Force Pool instead of on the map.

Historically, Romania suffered about **4 to 5 PPs** in losses in **1941** and then demobilizes *en masse* to build up **PPs** so as to earn **MPs** each Season. Only the Romanian Mountain and Cavalry Corps, plus their Armored Division, are fighting alongside the Germans with a few left mobilized for the Odessa garrison and keeping the home fires lit.

For the **Summer of 1942**, after Romania acquires a few **MPs** over the Seasons, they spend their banked **PPs** to rebuild their army for the **Case Blue** campaign. They march east in support of **Army Group B** and suffer grievously during the Soviet's **Uranus** offensive; Romanian losses from which include a reduction of about **2 MPs**.

The Romanians do not immediately replace their losses. In game terms, they stockpile their **PPs** instead to recoup their lost **MPs** over the Seasons.

It is not until **1944**, with the Soviets approaching their border, that the Romanians field a substantial force again.

In the next **ETO** game, **The Middle Sea**, there is a very similar mass-demobilization of the Italian Army for similar game (and real world) reasons. This occurs just before the invasion of Greece – a wonderful example of the right hand not only not knowing what the left hand was doing, but also fairly confused about what the right hand should be doing as well.

Demobilization to increase a nation's **MPs** makes good sense in **ETO**.

[203.0] DEMOBILIZE, DISBAND, & SCRAP

During the **Special Reorganization** Step of your **Special Movement** Phase, you may voluntarily reduce your forces in play to recover *some* of their Resource Points. When so removed, place these units in their Force Pool.

STANDING DOWN

[203.1] DISBANDING AIR UNITS: Remove Air units from *any* location on the Air Display mat (even the **DESTROYED** box!) and recover **2 PPs** each. Note that disbanding *Air* units never recovers the **Equipment Points (EPs)** or **Fuel Points (FPs)** invested in them!

[203.2] DEMOBILIZING GROUND UNITS: You can demobilize steps to recover that nation's **PP** and/or faction's **EP** costs (=) required to build/replacing those demobilized steps. Thus, **Partisan** units cannot be demobilized (but see 107.3, Repurposing) and demobilizing **Ground** units never recover the **Fuel Points (FPs)** invested in them! You can demobilize your **Ground** units and **HQ** markers (functioning or not) only if they are currently in their national home territory *and* can trace an **OLoC** (per 7.1).

- Place a demobilized **Small** unit in its Force Pool.
- When demobilizing a full-strength, 2-step **Corps** unit, simply flip it over. When demobilizing the last step of any **Corps** unit, place it in its Force Pool.
- **Assembled** Armies and Groups (12.1) cannot be demobilized. They must first break down into their component **Corps** units (per 12.6 and 12.7) and may do so at this time; afterward, you must demobilize at least one step from among those component **Corps** units (see above).
- Demobilize **Raised** Armies (12.2) in the reverse order of how they were raised (see example below).
- Place a demobilized **HQ** marker in its Force Pool.

GROUND UNIT DEMOBILIZATION EXAMPLES

1. **Small Unit:** The Axis demobilizes a **German Motorized Infantry Division** unit, returning it to the Axis Force Pool and recovering **½ German PP**.
2. **Reduced-Strength Corps:** The Axis demobilizes a non-isolated full-strength **Panzer Corps** unit in Germany (whose home territory includes Poland in *Thunder in the East*), flipping it to its reduced-strength side and recovering **1 EP**. That is not enough for the Axis player, however, who then demobilizes it further, returning it to the Axis Force Pool and recovering an additional **1 EP**. Note that the Axis do *not* recover the **1 FP** it would take to resurrect that **Panzer Corps** unit from the Force Pool, as **FPs** are not recovered from demobilization.
3. **Raised Army:** The Soviets demobilize **one** step from a non-isolated, full-strength **Shock Army** in the Soviet Union; they recover **1 USSR PP** as that is the cost to raise a reduced-strength Shock Army to full-strength.

If they had demobilized that full-strength **Shock Army** by **two** steps (returning the Shock Army to the Soviet Force Pool and placing a **?-4 Untried Rifle Infantry Corps** unit from the Soviet Force Pool onto the map at its location), they would have recovered **1 USSR PP + 1 EP**.

If they had demobilized it completely, they would have received **2 USSR PPs + 1 EP**, its total cost to build from scratch.

Part R: Economics

In a Campaign Game, you address economic matters (i.e., production) and effects of Strategic Bombing (208.1) *seasonally*. This is the frequency for generating Resource Points which you must make last, turn-by-turn, until next Season's allocation arrives. This is visually summarized by adjusting markers on the Economic Map mat (206.0).

[204.0] AXIS PRODUCTION

Germany's industrial might is largely off-map, and the war in Russia is only one (albeit the largest) front that the Axis are fighting on; abstractly representing the Axis economy is an "allowance" of gained **RPs** during each Season's **Pay Day Step**, supplemented by **EPs** and **FPs** captured in the Soviet Union and brought online.

RECEIVING ALLOWANCES

- | | |
|---|---|
| 1 Italian PP (through 1942; none are received beginning in 1943) | 9 Axis EPs plus $\frac{1}{2}$ EP each (=) per Axis <i>Integrated Factory</i>, including Lodz |
| 2 Hungarian PPs (from controlling Budapest) | 7 Axis FPs = 2 from Germany + 5 from Ploesti, Romania (until burned) + whatever captured Oil Field hexes' FPs are produced |
| 2 Romanian PPs (from controlling Bucharest) | |
| 12 German PPs | |



AXIS RAIL CAPACITY

As indicated on the Game Turn Track, the Axis' per turn Rail Movement Capacity is **4** until **April 1943**, at which point it decreases to **3** until **April 1944**, when it drops to **2**.



[205.0] SOVIET PRODUCTION

The Soviet economy is largely on-map. Representing it are calculations made to produce **RPs** during each Season's **Pay Day Step**, supplemented by **LLPs** (Lend-Lease Points), plus **EPs** and **FPs** captured outside of the Soviet Union and brought online.

Note that **Moscow** is a "double economic" city (i.e., generating double the normal **PP** and **EP** amounts) in addition to being the Capital of the Soviet Union and a special Replacement location (see 9.4).

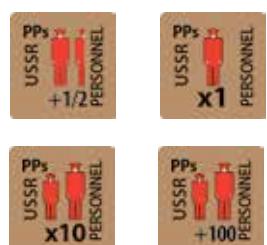
DRAFTING PERSONNEL POINTS (PPs)

[205.1] ADDING PPS: The following are all **19 Soviet Personnel City** locations:

On Map Personnel Cities (17): Dnepropetrovsk, Gorki, Grozny, Kazan, Kharkov, Kiev, Kuybyshev, Leningrad, Lwow, Minsk, Moscow (x2), Odessa, Rostov, Stalingrad, Tbilisi, and Voronezh.

Ural Resources Personnel Cities (2): Magnitogorsk, Sverdlovsk.

- **Unscathed** Soviet Personnel Cities produce **2 PPs** each (or **4 PPs** for **Moscow**).
- **Captured** Soviet Personnel Cities produce **0 PPs** each.
- **Recaptured** Soviet Personnel Cities produce **1 PP** each for the duration (unless captured again). **Recaptured Moscow** produces **2 PPs**.



Total the **PPs** produced and increase the Soviet Display's tracks by that amount.

PP PRODUCTION EXAMPLE

The first turn of the **Barbarossa** scenario is over and a Season Start Phase (201.0) ensues before the second turn commences. During that Season's **Pay Day Step**, the Soviets have retained all **19 Soviet Personnel City** hexes (i.e., **Lwow** did not fall on the first turn!), and so they receive **38 PPs** that Season. *The Axis need to get busy on the map and start knocking back the Soviet economy!*

EP PRODUCTION EXAMPLE

Historically, as the Spring of 1943 gave way to the beginning of the Citadel scenario, the Summer's Season Start Phase's Pay Day Step would have produced the following:

- **Working Soviet Factories** (Moscow, Magnitogorsk, and Sverdlovsk) produce a total of **4 EPs** (**1 EP** each; **2 EPs** for **Moscow**).
- **Integrated** (into the Axis economy) Soviet Factories at Dnepropetrovsk and Stalingrad, plus the newly Integrated Factory at Kharkov, produce **0 EPs** each for the Soviets, but **1 ½ EPs**, total, for the Axis.
- **Relocated** Soviet Factories in the Urals including Kharkov, Leningrad, Dnepropetrovsk, Stalingrad, and Stalino produce a total of **2 ½ EPs** (**½ EP** each).
- **(Newly) Restored** Soviet Factories at Leningrad and Stalingrad produce **½ EP** each for a total of **1 EP**.

The total Soviet EP output this Season is **7 ½ EPs**. Soviet Rail Capacity will be **4**.



U.S. and British Lend-Lease to the Soviet Union is another tidy abstraction in *Thunder in the East* representing the sum of Lend-Lease sent through the Arctic, Persian, and Pacific corridors.

Use the above **Lend-Lease** marker on the Economic Map to reflect the current Lend-Lease gifting amount.



MANUFACTURING EQUIPMENT POINTS (EPs)

[205.2] ADDING EPs: The following are all **9 Soviet Factory** locations:

On Map Factory Cities (7): Dnepropetrovsk, Kharkov, Leningrad, Moscow (x2), Stalingrad, and Stalino.

Ural Resources Factory Cities (2): Magnitogorsk, Sverdlovsk.



- **Working Soviet Factories** produce **1 EP** each (or **2 EPs** for **Moscow**).
- **Captured, Retooling, Relocating, and Integrated** Soviet Factories produce **0 EPs** each.
- **Relocated and Restored** Soviet Factories produce **½ EP** (=) each for the duration (unless captured again). **Relocated and Restored Moscow** Factories produce **1 EP** each.

Total the EPs produced and increase the Soviet Display's tracks by that amount.

PUMPING OUT FUEL POINTS (FPs)

[205.3] ADDING FPs: The following are all **4 Oil Field** locations:

On Map Oil Field Cities (4): Ploesti, Grozny, Maikop, and Tbilisi.



- **Working Soviet Oil Wells** produce **6 FPs** each (Ploesti produces only **5 FPs** for the Axis in *Thunder in the East*).
- **Recovered** Oil Wells produce **3 FPs** each.
- **Burning** Oil Wells produce **0 FPs** each.

Total the EPs produced and increase the Soviet Display's tracks by that amount.

Example: Typically, the Soviets have **3 working Oil Field Cities** and from them produce **18 FPs** per Season.

RECEIVING ALLIED LEND-LEASE POINTS (LLPs)

[205.4] WESTERN GIFTS: The Game Turn track indicates the amount of **Lend-Lease Points (LLPs)** received *each Season* going forward (starting at **1** per Season in Summer of '41; **3** in Autumn of '41, rising to **4** per Season in Winter of '42). When received *each Season*, the Soviet player must convert LLPs on a one-for-one basis into **Soviet EPs**, **FPs**, or a combination of both, not exceeding the number of LLPs gifted.

Example: The Soviet player could choose to convert that Season's **4 LLPs** into **4 EPs**, or **4 FPs**, or **2 of each**, or **3 of one type and 1 of the other**.

REFLECTING SOVIET RAIL CAPACITY

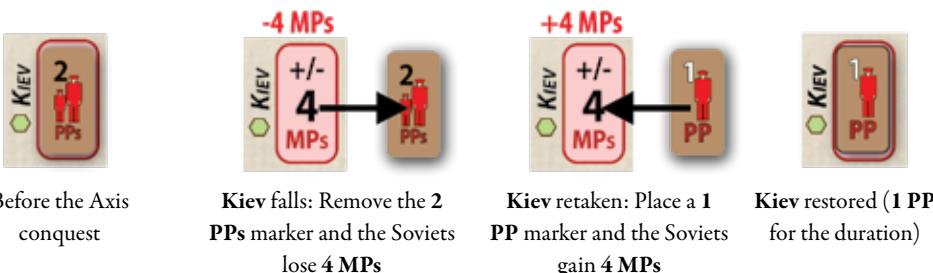
[205.5] SETTING SOVIET RAIL CAPACITY: Sum the number of Soviet EPs produced (205.2; *excluding* Allied LLPs gifted to the Soviet Union, 205.5); *half* of that total (↑) is the **Soviet Rail Capacity** for the upcoming Season. Adjust the **Soviet Rail Capacity** marker on the Soviet Faction mat.

During your **Regular Repair & Recovery** Step of your **Regular Movement** Phase, reset the **Soviet Rail Used** marker to the **0** box and count up as you conduct Rail Movement. You cannot exceed the value shown for the **Soviet Rail Capacity** marker on any given turn.

[206.0] THE ECONOMIC MAP

The Economic Map mat is a visual summary of current on- and off-map economic data. It provides a succinct Big Picture overview of these economies at war.

Place the various economic markers on it and adjust them here as the status of Objectives changes (particularly as Ruined Factories and Oil Wells mend during the **Season Start** Phase). Note the indication of the loss/gain of **MPs** for home territory Personnel Cities captured/recaptured on those markers' spaces.



[207.0] CAPTURING OBJECTIVES

This is a **Campaign Game** extension of Rule 22.0 (and sharing the same title).

At any time during your Movement Phases, or as a result of Advance After Combat, when your **Ground** unit enters an enemy **Objective City** hex (capturing it), the resource(s) at that **City** hex are affected thus:

[207.1] OBJECTIVE CITIES: In addition to Disrupting **Supply** cities and **Anchorage** facilities (requiring time to Repair them), there is an immediate *Morale* effect when an **Objective City** hex changes ownership (per 202.1). Adjust the economic and control markers on the **Campaign Game Map** mat as these occur.

When the enemy captures an **Objective City** hex in your home territory:

-4 MPs to the **Suffering** player (unless it was the Soviet's losing **Leningrad**, which is -8 MPs, or that nation's Capital City hex, see below).

-10 MPs to the **Suffering** player if that **Objective City** is that nation's **National Capital** city hex.

When you recapture an **Objective City** hex in your home territory:

+4 MPs for the **Benefiting** player (even if more MPs than that were lost when it was captured).

Note that **German** Morale is *not* represented in *Thunder in the East*. German Morale losses and gains are not applicable to this game.

[207.2] PERSONNEL CITIES: Captured **Personnel** Cities in another nation do not generate **PPs** for their conqueror. *Conquered Personnel Cities have no PP marker in their box on the Economic Map as they produce no PPs for either side.*

Once recaptured by their home nation, they produce only **1 PP** each (instead of **2**) for the duration. Replace that city's **PP** marker on the Economic Map showing its **1 PP** side; see the illustration at the end of Rule 206.0.

Recapture Exception: Do not permanently reduce that **Personnel** City from producing **2 PPs** to **1 PP** if its home territory owner recaptures it *before* removing its **Supply City Countdown** marker (if any) from the map. That is, you have four turns to reclaim that city before its population is gravely affected; historically, this occurred at Rostov in 1941.

[207.3] OIL WELLS: When you capture an **Oil Field City** hex, place a **BURNING 0** marker in its box on the Economic Map. Prior to producing **FPs** next Season, this marker is repaired to show its **RECOVERED 3** marker side; it produces **3 FPs** for its owner for the duration. You cannot improve Oil Wells beyond **RECOVERED**; once captured, they never achieve their **6 FP** production level again.

SUPPLY CITY CAPTURE

Objective	AND	City	OR	Leningrad	OR	Moscow
				-8 MPs	-4 MPs	-10 MPs

When captured, **Disrupt** a **Supply City** and apply the Morale impact to its nation.



OIL FIELD CITY CAPTURE



When captured, the Oil Wells are **Burning**, but do not worry. During the **Season Start** Phase's **Fix-it** Step, they **Recover** and will produce **3 FPs** for as long as you control them.

BUOYANT SOVIET INDUSTRY

When *captured*, a **Factory** marker eventually retools and then turns out $\frac{1}{2}$ EP (=) per Season for its captor.

When *recaptured*, by the same process, it will eventually produce $\frac{1}{2}$ EP (=) per Season for its former owner.

Therefore, a captured **Factory City** hex loses half of its production forever; *except for the Soviets*.

The Soviets can salvage that otherwise-lost production of $\frac{1}{2}$ EP (=) per Season by moving its **Working Factory** marker to the Urals, where it stays for the rest of the game. The Soviets *still* get back the other $\frac{1}{2}$ EP (=) if they retake the original **Factory City** hex; that does not change.

Thus, *only the Soviets* can actually get back 100% of their original industrial production!

URAL EVACUATION EXAMPLE

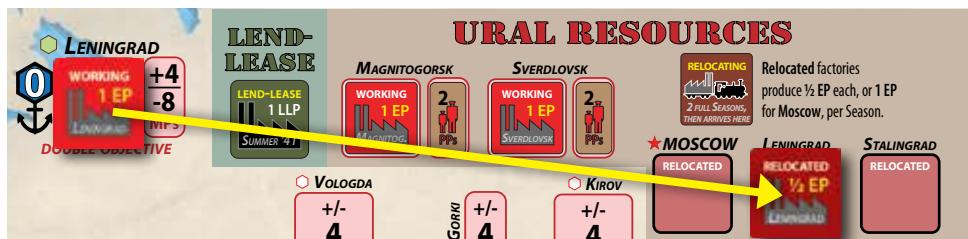
The Axis captures **Dnepropetrovsk** in **October of 1941** (during the Autumn Season). Do **not** place its Soviet **Working Factory** marker (now showing its **Relocated** side) in the **January 1942** (Winter) box; *that is too soon!* Instead, place it in the **April 1942** (Spring) turn box, the *second full Season* following its capture!

During the **Spring Season Start** Phase, that **Relocated Factory** marker makes it to the **Urals** box and immediately commences producing $\frac{1}{2}$ EP (=) for the duration.

[207.4] FACTORY CITIES: When capturing or recapturing a **Factory City** hex, place a **Captured** marker there. During the *next Season Start* Phase, that marker flips to show its **Retooling** side. During the *following Season Start* Phase, that **Retooling** marker is replaced with either an **Integrated** (if Axis-owned) or **Restored** (if Soviet-owned) marker there and immediately begins producing $\frac{1}{2}$ EP (=) each **Season Start** Phase for its owner.

Soviet Factory Evacuation: In addition to the above, *when first captured or when Isolated* during an **Axis Supply Step** (7.0), a **Soviet Factory** represented by a **Working** marker immediately **evacuates** to the Urals. To evacuate these imperiled **Working Soviet Factories**, follow this procedure:

1. Flips its **Working Factory** marker over to show its **Relocated** side, and then
2. Place that **Relocated** on the Game Turn track in the box for the first month of the *second full Season* following its capture. *See the example in the sidebar.*



Isolated Incidents: A Soviet **Working Factory** that must evacuate **due to Isolation** (see 7.0) can still recover its “other half” (i.e., return as a **Restored Factory** marker) after its Isolation ends and an **RLoC** is again established. Use the same procedure as if its hex were newly conquered (i.e., **Captured** > **Retooling** > **Restored**) to bring it back online. *This is why Leningrad appears as it does in the Campaign Game; even though the Axis never captured it, they did briefly isolate it.*

Example: Historically, on the **September I 1941** turn, the Axis capture hex 9028 (the Open hex southeast of Leningrad which is also a partial-Lake hex). The Axis are blocking the **RLoC** from Leningrad. Thus, Leningrad is isolated; its **Working Factory** marker flips to its **Relocated** side and finds a place in the **January 1942** box on the Turn Track, coming back online in the Urals and producing its first $\frac{1}{2}$ EP there starting in **Winter of 1942**.

On the *very next* turn, the Soviets move units into hexes on both sides of the strait (i.e., 9027 and 9128), thus forging a chain of units negating EZOCs for **OLoC** purposes; however, Leningrad itself does not yet have an **RLoC**, and thus cannot commence its restoration.

During the **Winter of 1943**, Soviet attacks reestablish an **RLoC** to Leningrad via hex 9028 (occupied by a Soviet **Ground** unit, of course). Therefore, that **Season** (**Winter 1943**), the Soviets place a **Captured** marker on the Economic Map. In **Spring 1943** it flipped to a **Retooling** marker and, because this lifeline to Leningrad remains open for the duration, it is **Restored** and online producing its other $\frac{1}{2}$ EP commencing in **Summer 1943**.

Lodz: The Axis begin with an **Integrated Factory** marker in **Lodz**, Poland, generating $\frac{1}{2}$ EP (=) each Season. If the Soviets capture **Lodz**, use the same rules as above: **Captured**, then **Retooling**, then (Soviet) **Integrated**. Remember, $\frac{1}{2}$ Resource Points are tracked using the reverse (“+½”) side of that resource’s “x1” marker.



Part S: Campaign Air & Naval

This section of **Campaign Game Rules** provides for Air and Naval operations and tools that require a longer period of time to function than that afforded in a scenario.

[208.0] CAMPAIGN GAME AIR OPERATIONS

Represented in these Campaign Game Rules is the strategic air war. While, historically, not a centerpiece of events in the struggle for the Soviet Union, it could have been prominent and is provided here for you to experiment with. *This will take on more significance as we release ETO games covering the other theaters.*

Featuring the new **Strategic Bombing** Mission (and allowing you to play out the protracted campaigns required to have a sustained impact), we have added other supporting elements here as well including **Night Bombing** Missions and moving your planes further to the rear in **Air Reserves**. Finally, a new Resource is added to play, **Air Defense**, which you can purchase and then use each turn to “Flak” (take a shot at) your opponent’s Mission Packets.

CAMPAIGN GAME BOMBING MISSION

Bombing Missions perform their **Air-to-Surface** attack using only their Bomb Strengths (shown as a quantity of Bomb symbols, from $\frac{1}{2}$ to 2, in their upper-right corner).

STRATEGIC BOMBING

[208.1] VICTORY THROUGH AIRPOWER: These Missions bomb only enemy *home territory* **Capital**, **Personnel**, **Factory**, or **Oil Field City** hexes to decrease enemy Resources and Morale.

[208.1.1] COMPUTING STRATEGIC BOMBING DAMAGE: Strategic targets are **Hard** targets. A Mission Air unit surviving Air-to-Air Combat has a **Target Type** multiplier of $\times 1$ (**Hard**).

[208.1.2] ACCRUING AND APPLYING STRATEGIC BOMBING DAMAGE: Damage to an Objective *accrues* over a Season (and mends during the **Season Start** Phase). If Successful, each **Hit** achieved adds one level of ruination upon that target as follows:

- Place a **1** or **2** “**Ruined**” marker at that Objective’s location on the Economic Map to show it has accumulated that many **Hits**. *These have no effect and disappear during the Season Start Phase. Be sure to collect a full set of 3 Hits to take that target to the next level.*
- When it accumulates its **3rd Hit**, remove its **Ruined** marker and replace it with a **Destroyed** marker. *It will suffer ill effects during the next Season Start Phase.**
- Add a **1** or **2** **Hit** “**Ruined**” marker at its location on the Economic Map to show it has accumulated its **4th** and **5th Hits**. *Again, these have no direct effect.*
- When it accumulates its **6th** (or greater) **Hit**, remove its **Ruined** marker and flip its **Destroyed** marker to show its **Devastated** side. *It will suffer ill effects during the next two Season Start Phases.**

* Each time a nation’s **Capital** is **Destroyed**, and again when it is **Devastated**, that nation suffers an immediate loss of **2 MP**s and the nation inflicting that loss immediately gains **1 MP** (*attacker’s choice if more than one nationality was involved in bombing that Capital*).

[208.1.3] EFFECTS OF STRATEGIC BOMBING DAMAGE: During the **Strategic Bombing Step** of the **Season Start** Phase (*after collecting the full RP values from all production*), the owner of **Destroyed** and **Devastated** Objectives must then pay, for each separately, either **-2 MP**s OR **-1 RP** of any type (i.e., **1 PP**, **EP**, or **FP**) of the **Suffering** player’s choice.

FACING THE LOSSES

The targeted player can select to lose Morale (“let them eat cake”) or lose **PPs**, **EPs**, or **FPs** instead. Expending those other commodities is not a reflection of bombs destroying factories or killing people, but of the government reallocating those resources to *shore up civilian morale* by clearing rubble, repairing damage, building/improving bomb shelters, expanding firefighting capabilities, rescue, medical services, and restoring of non-essential infrastructure.

“FLATTEN MOSCOW!”

Unable to capture **Moscow** by land, the Axis wage a Strategic Bombing campaign on that city during the **Winter of 1942**. On **January II**, the Axis score two Bomb damage and place a red, **2/3 Ruined** marker on the Soviet’s **Working Factory** marker in the **Moscow** box on the Economic Map. Later, on the **March I** turn, another two Bomb damage are added leaving a **Destroyed** and a **1/3 Ruined** marker at **Moscow**. For the Capital city’s destruction, the Soviets immediately lose **2** and the Germans immediately gain **1 Morale Point** (*but not in TITE where German Morale is not represented*).

During the **Season Start** Phase (just prior to the **April I** turn), **Moscow** still contributes its full **4 PPs** and **2 EPs** to the Soviet economy. But after that, as the **Ruined** and **Destroyed** markers are removed from **Moscow**, the Soviet player must pick their poison for their Strategic Bombing losses (202.4): either **2 MP**s or **1 RP** of the Soviet player’s choice. Deciding that manpower and materiel are just too much in demand, the Soviet player subtracts **2 MP**s for the effect of that Strategic Bombing loss (making **4 MP**s, total, that having their Capital bombed this Season has cost them).



[208.1.4] REPAIRING STRATEGIC BOMBING DAMAGE: The ruin of an Objective via Strategic Bombing is reduced during the **Strategic Bombing** Step after assessing the losses it incurs. Remove **Ruin** and **Destroyed** markers from its location on the Economic Map, and then reduce its **Devastated** marker to **Destroyed**.

NIGHT MISSIONS

[208.2] NIGHT MISSIONS: You may declare any of your **Bombing** (or **Paradrop**) Missions to be **Night Missions**. Place a **Night** marker with its **Mission** marker to show this.

[208.2.1] NIGHT CAPABLE: Air units with a gray background and crescent moon behind their Bomb or Air-to-Air Combat Strength, as illustrated here (and dark background hex behind their Range), are **Night Capable**; these Air units can perform **Night** Missions without penalty (see below).

[208.2.2] NIGHT BOMBING RESTRICTIONS: The following penalties apply to **Night** Bombing:

- Air units can only use their Bomb Strength or conduct Paradrops (104.4) on **Night** Missions.
- **We're on a Mission: Day and Night Bombing** doing the *same thing* cannot stack together at the same target hex (18.2). E.g., *Day and Night Strategic Bombing of the same Objective hex cannot both occur on the same turn; only one or the other is allowed that turn*.
- **Night Bombing Damage Value:** There are no penalties for Night Capable Bombers conducting **Night** Missions.

During Segment #1 when calculating Damage Values, *after* any Half-Range Bomb Strength doubling (see 103.0), Non-Night Capable Bombers flying a **Night** Mission have their total Bomb Strength halved (↓).

- **Night Paradrop Surprise Value:** Non-Night Capable Transports have the Surprise Value (SV) of the Paratroops they drop at night reduced by **1** (e.g., their **3** SV is reduced to **2** SV).
- **Night Packet Cohesion:** Individual Air units within a Packet *cannot* fly **Night** Missions; only *entire* Packets can do so.
- **We're All Alone Up Here:** You cannot *Escort* **Night Bombing** Missions (even with Night Fighters).

[208.2.3] NIGHT INTERCEPTION: All fighters in *Thunder in the East* are *not* **Night Capable**, but they can still Intercept **Night Bombing** Missions.

- **Non-Night Fighter** units *cannot* combine with *any* other **Fighter** unit when forming a **Night Intercept** Mission Packet. *They must fly as a "Packet" of only one Air unit.*
- When *firing at* **Night Bombing** Mission Packets, non-Night Fighters have an Air-to-Air Combat Strength of **-2** (**Vulnerable** and **Tough** modifiers for targeted Bombers still apply, if any). See the example in the sidebar.



FLY BY NIGHT OPERATIONS EXAMPLE

The Night-capable German **Do-17 Night Bomber** unit is conducting a Night Strategic Bombing Mission *at half range* (thus doubling its **½** Bomb Strength to **1**) over **Leningrad**. The Soviets dutifully scramble a **MiG-3 Fighter** unit (which is *not* Night Capable).

In the Dogfight, the **MiG-3** fires on the **Do-17 Bomber** unit's Night Strategic Bombing Mission Packet on the -2 column, rolling a **2** which has no effect.

For its part, the **Do-17 Night Bomber DV** of **1** sees a miraculous roll of **2** which leaves a **1/3 Ruined** marker in its wake at the **Leningrad** box on the Economic Map.

The British Night Bombing campaigns over Europe and Night Missions take on a whole new perspective in the complete **Frank Chadwick's ETO** series.

AIR RESERVES

[208.3] AIR RESERVES: An Air unit in the **AVAILABLE** or **FLOWN** box can have an additional status: **Air Reserve**, as shown by placing an **Air Reserve** marker on it (these markers are located on the backs of the **Suppressed** markers).

[208.3.1] ENTERING AND LEAVING THE AIR RESERVE: Whenever your Air unit enters the **FLOWN** box, you may have it freely join or leave the Air Reserve by adding or removing an **Air Reserve** marker from it.

Note that you can move your **AVAILABLE** Air units directly to the **FLOWN** box (*Ready*) as their “Mission” that turn. This would simply change their Air Reserve status, if you so desire.

[208.3.2] EFFECTS OF BEING IN THE AIR RESERVE: While in the Air Reserve, that unit:

- Cannot be allocated with, nor receive, **Suppressed** markers.
- Cannot conduct **Bomb** Missions at *half* Range for *double* Bomb Strength (per 103.0).
- Operates as if its Range were one level *shorter* (e.g. Medium Range Air units can only fly Short Range Missions from the Air Reserve). Short Range Air units can only fly **Intercept** Missions, and only at Air Bases in their home territory (*in effect, having a 0 Range*), and only if that Air Base is **not** within 6 hexes (i.e., Short Range) of an *enemy* Air Base.

CAMPAIGN GAME AIR DEFENSE

[208.4] AIR DEFENSE: In the Campaign Game, factions can improve their level of Air Defense and use it to harass enemy **Bombing** or **Airfields Attack** Missions. Your **Air Defense** value is the number of your faction’s **Air Defense** markers you place on in the **AVAILABLE** box of the Air Display mat and can use to “Flak” your opponent’s incoming **Bombing** or **Airfields Attack** Missions with each turn.

[208.4.1] INCREASING AIR DEFENSE: Factions raise their Air Defense **by one**, to the next-higher number on its Resources track, by spending *the value being obtained* in PPs (from any nationality or nationalities in that faction) **and that value also** in EPs. On the Build Cost chart, this is shown as *N plus N*, where *N* = the number of the next-higher Air Defense rating you seek.

Example: Raising your faction’s Air Defense from 2 to 3 would cost you 3 PPs **plus** 3 EPs.

Air Defense Installment Plan: Because higher values of Air Defense can be expensive to pay for all at once, you may instead pay for it “in installments” over time using that faction’s **Air Defense Being Built** marker. Simply pay 1 PP + 1 EP to advance *this* marker one box and, when it *exceeds* your current **Air Defense** marker, reset the **Being Built** marker to the 0 box and increase your **Air Defense** marker by **one**.

[208.4.2] USING AIR DEFENSE: During the *Opponent’s Reaction Step* of your opponent’s **Combat** Phase, you may assign a maximum of one **Flak** marker (from a total equal to your Air Defense value) to each enemy Air Mission targeting your **Objective**, **Anchorage**, **Air Base**, or **HQ** marker hex (as indicated by the small **Flak** icons on those specific **Mission** markers).

After that enemy Mission Packet endures your Interceptor’s Dogfighting (if any) but *before* it conducts its Mission (if able), you receive a **Flak** attack against that Mission Group.

[208.4.3] EFFECTS OF FLAK: When you Flak an enemy Mission Packet, you may select one *Ready* enemy unit from that Bombing or Strike Mission Packet and *Damage* it. If none are available, select one *Damaged* unit from that Mission Packet and *Abort* it.



The **Air Reserve** represents planes withdrawing to safer havens in the rear or to their national interior.



[209.0] SOVIET FLEET LOSS AND REPAIR

In the Campaign Game, the two **Soviet Fleet** units have more endurance.



[209.1] SOVIET FLEET ELIMINATION: In the Campaign Game, when eliminating a reduced-strength, **1-step Fleet** unit that suffers a **step loss** or when there is no friendly **Anchorage** hex in its designated Sea Zone to house it, that **Fleet** unit is eliminated. Place it on the Casualty mat as this causes the Soviets to suffer a loss of **1 MP** (202.1).

Instead of removing it from play afterward, roll a die (🎲) and place it that many **Seasons** ahead on the Game Turn track. When it returns as a **1-step** Reinforcement unit, place it in any friendly supplied **Anchorage** hex in its designated Sea Zone; if there are none, permanently eliminate that **Fleet** instead and the Soviets suffer another **1 MP** loss.

[209.2] SOVIET FLEET REPAIR: When a **Soviet 1-step** (i.e., damaged) **Fleet** unit is in a friendly supplied **Major Port** or **Naval Base** hex, the Soviet player may, during the **Soviet Special Movement** Step, remove it from the map and roll a die (🎲), placing it that many **Months** ahead on the Game Turn track. When it returns as a **2-step** (i.e., full-strength) Reinforcement unit, place it in any friendly supplied **Anchorage** hex in its designated Sea Zone; if there are none, permanently eliminate that **Fleet** instead and the Soviets suffer a **2 MP** loss.



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